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TOME OF WONDERS

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# TOME OF WONDERS

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## BOOK OF MONUMENTS

CAUTION: THIS BOOK CONTAINS SPOILERS!  
PROCEED AT YOUR OWN RISK!





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# ILLUSTRATIONS

Yohjiro Uchiyama





















# CHARACTERS

♪♪♪♪♪



# Eureka de Soleil

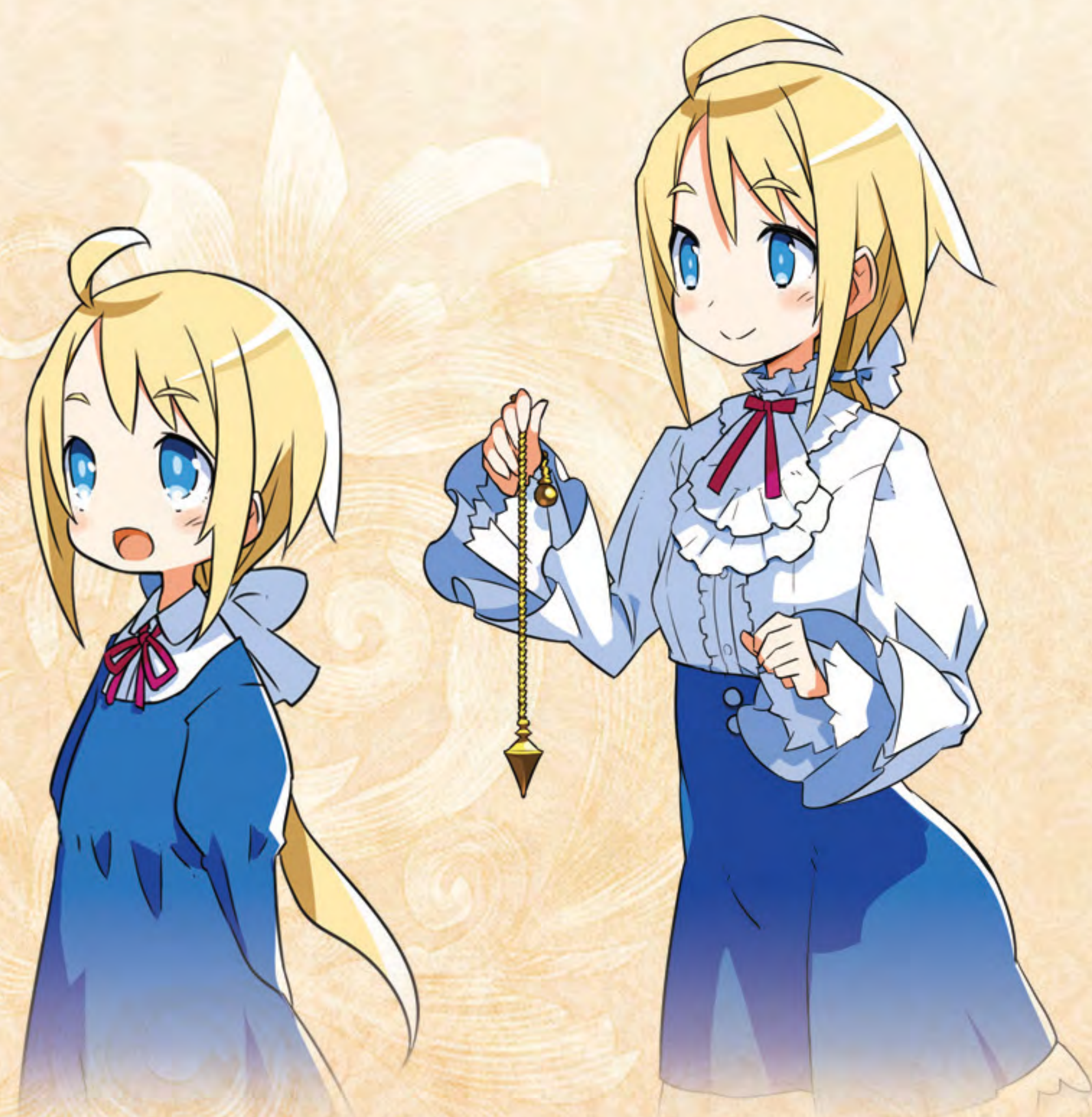
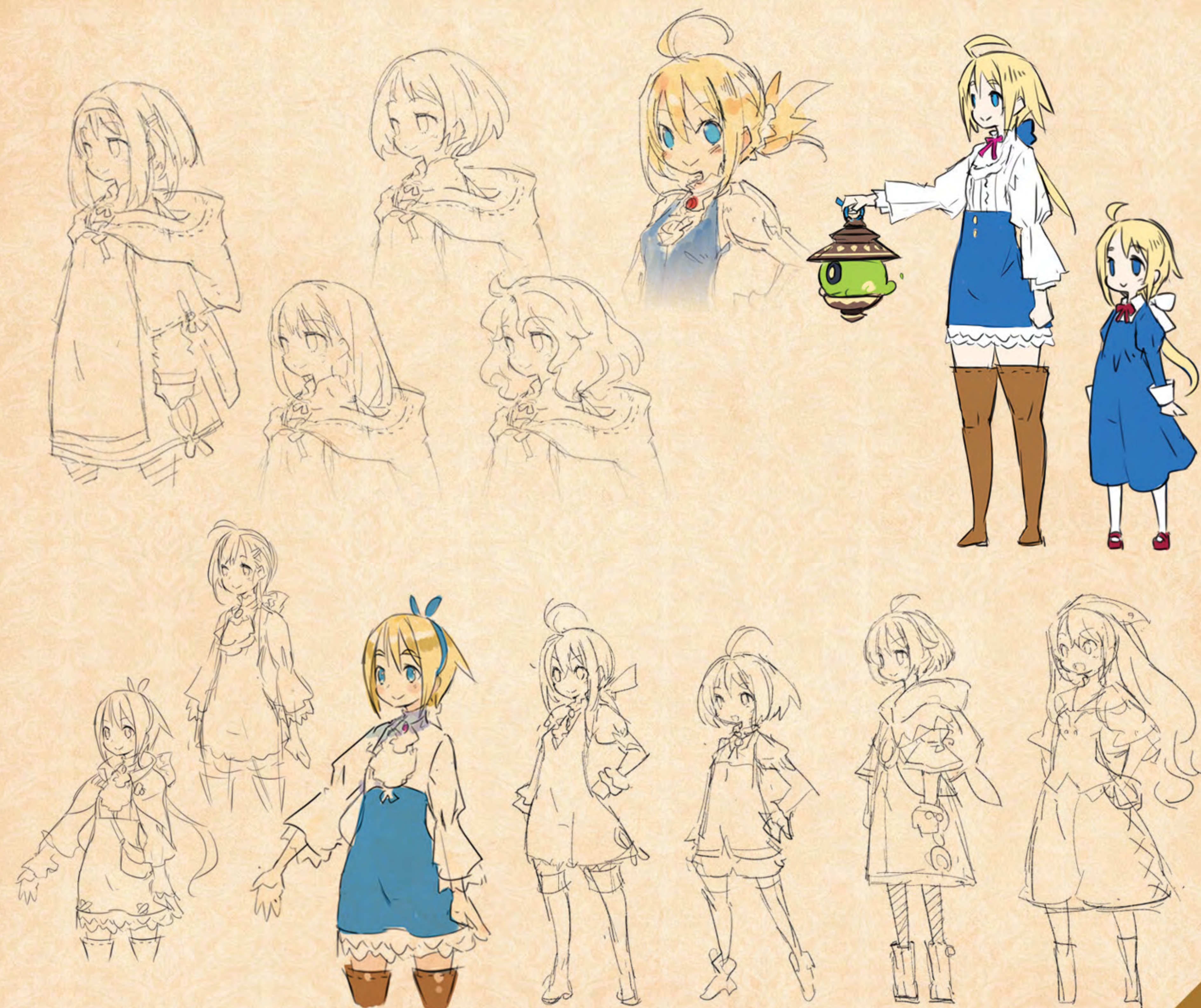
エureka de Soleil

The noble daughter of the Soleil family. She calls herself Eureka, but her real name is actually Margaret. Once a proud noble family celebrated for its masterful musical prowess, after misfortune and conflict befalls her family, they are forced to live a life less grand than its patriarch would like.

After Eureka's mother, Aurica, leaves with her brother, Astel, her father grows more resentful of her after failing to impart his musical aptitude to the maladroit Eureka.

To help ease her family's financial burden, she departs for the Galleria Manor, where she hears of a certain job opening—one searching specifically for someone talented at finding lost things. With her trusty dowsing pendant, sprightly mettle, and cheerful smile, she aims to help anyone who might need it—noble or peasant, adult or child, human or in-human.

She likes biscotti, marguerites, macarons, and chocolate.





# Lanterne de Fantasmagorie

Хомыруме де фомыбуабурусе

A curious lantern containing a wandering spirit. The lantern itself accompanied Nachiroux when she arrived in Alstella as an infant.

When it partners with an individual who serves as its medium, it has the capability of observing their experiences, as well as venture off on its own into the labyrinth, commanding the puppet soldiers to do its bidding. In addition, although Eureka is its main medium, it tends to dwell itself onto beings with a defenseless, weak spirit or a low sense of awareness.

The Lanterne cannot interact with the world directly, but is capable of limited communication with its mediums and a select few astute individuals who can see it.

As for the wandering spirits themselves, many speculate on who or what they may be. Some believe they are many, while some believe they are one. Some believe they are arbitrators, and some believe they are merely observers. Whatever they may be, one thing is for certain—they are omnipotent beings choosing to involve themselves in this enigmatic tale.





# Madame Marta

魔法の魔女 魔法の魔女

An eccentric old witch, and a masterful alchemist with no parallel after years upon years of honing her skills in prison. She knows the ins and outs of the wardrobe, its dangers, and helps Eureka become Fantie's medium. She also helps Fantie by fabricating scrolls that grant special abilities useful for exploring the labyrinth.

Employed by Count Bismont at Galleria Manor, her task is to locate the nine Curios d'art, magical items hidden within the perilous labyrinth beneath the manor. She seems to know far more than she lets on...

When she was younger, she was an aspiring witch, but she flew too close to the sun and wound up in jail after causing a tragic accident with her magic.





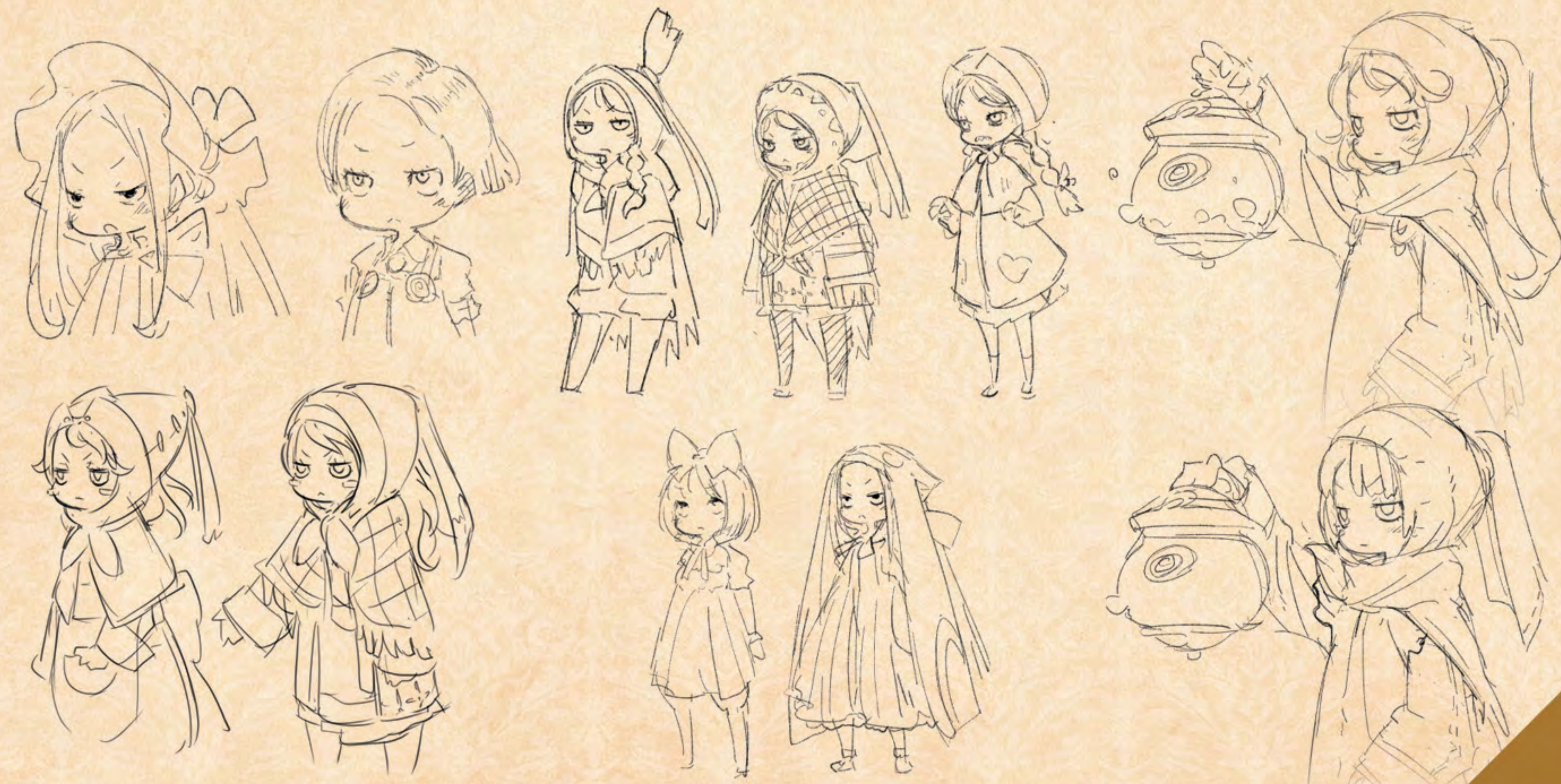
# Pericot

## ペリコト

A manania who was once a bisque doll. She was accidentally animated by Eureka with the power of one of the Curios d'art. Madame Marta treats her as her granddaughter, and often assigns her chores.

While many might perceive her as standoffish and unfriendly, she deeply cares for those who can see past her distrustful facade. When she was newly born, Nachiroux raised her and taught her how to speak. Her name originates from Nachiroux's favorite magical girl story from when she was a child.

Since she dons an invisibility cloak that allows her to sneak about the manor grounds undetected, if you do spot her, you might find her munching on a rat or entertaining a stray cat.





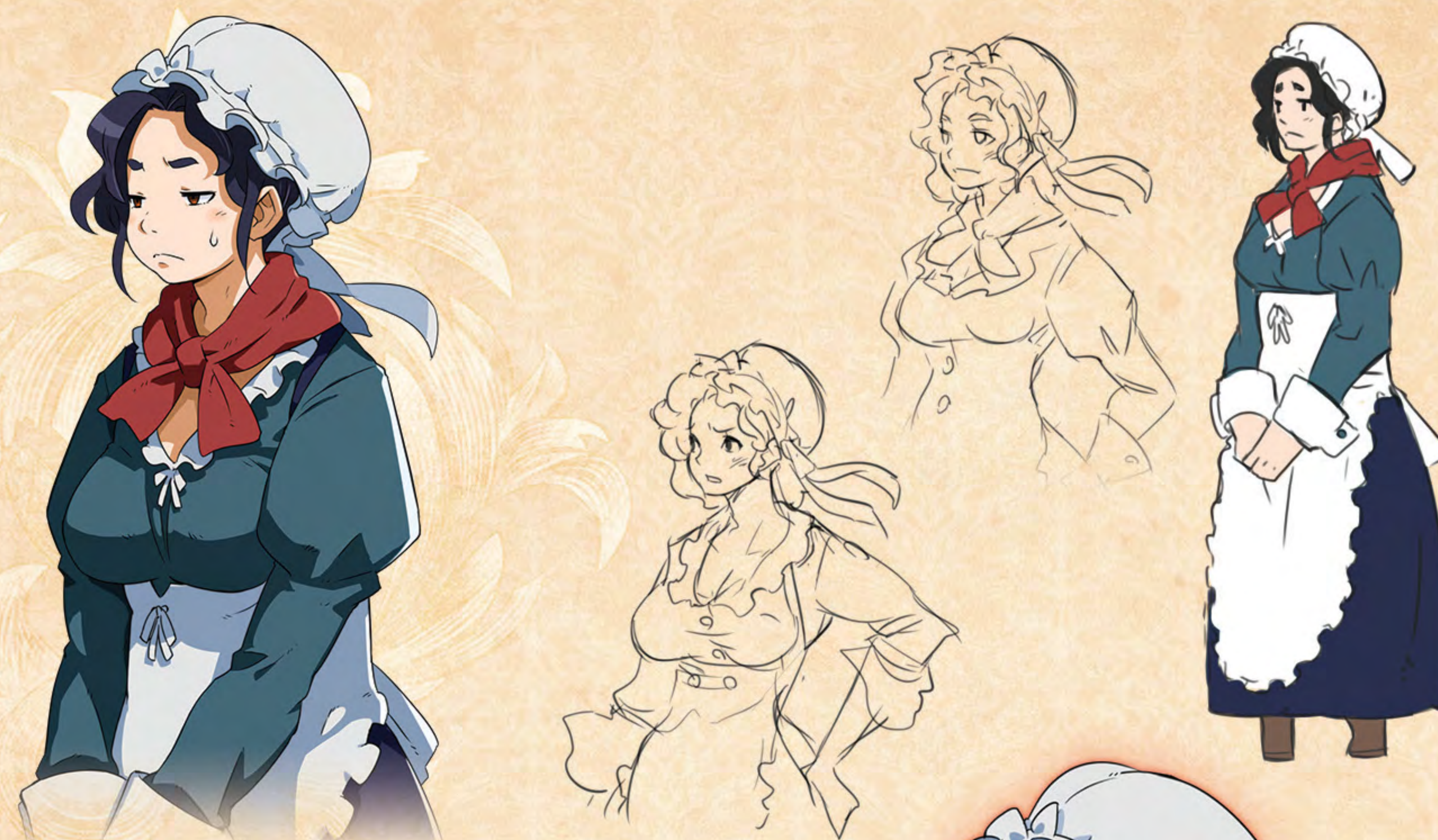
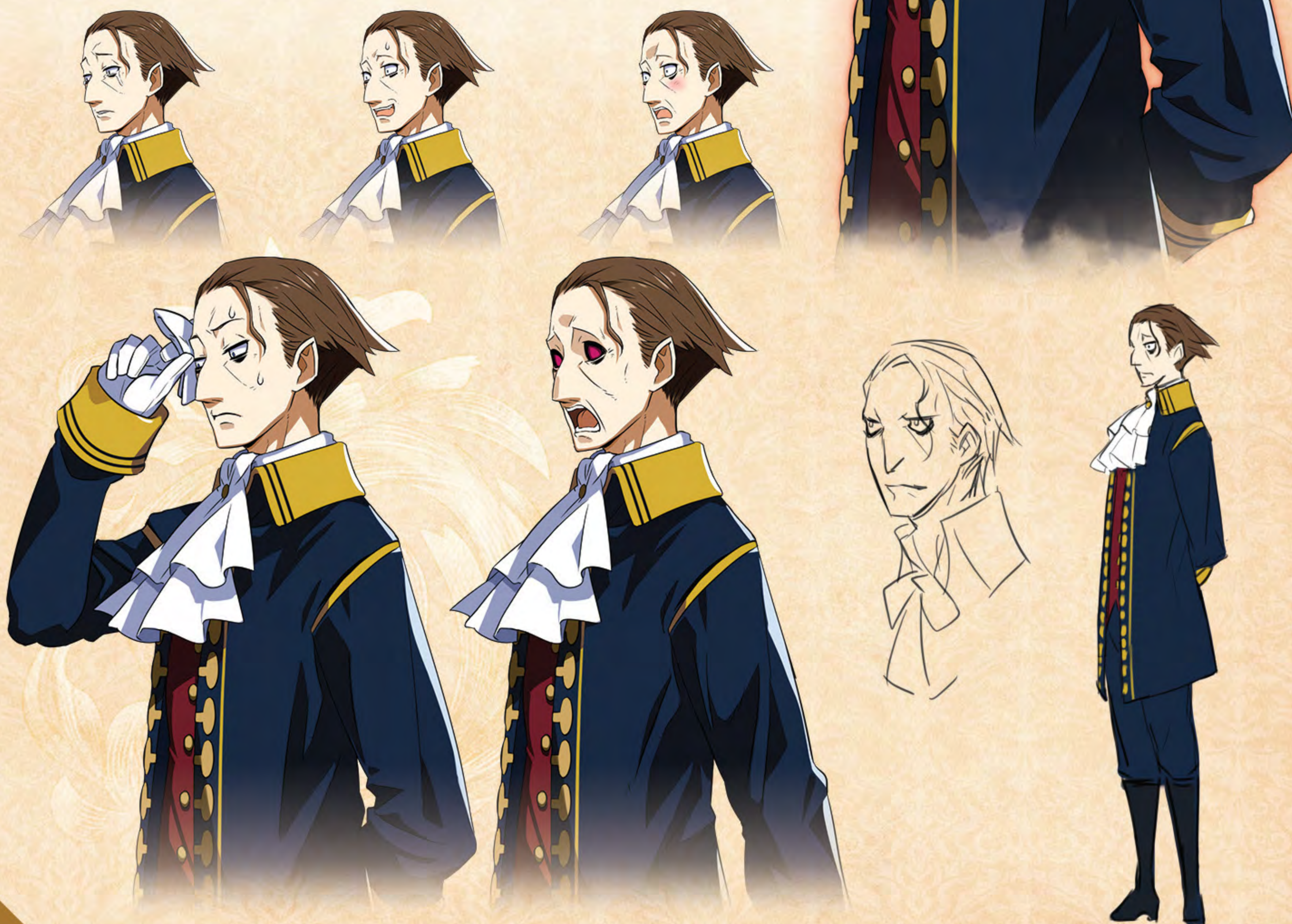
## Count Bismont

### 伯爵 ビスモン

The stiff and misanthropic lord of Galleria Manor, Count Bismont de Fleur-Zette is enthralled by all things Curios. So much so in fact, that he has hired a multitude of explorers and witches to scour the Labyrinth of Galleria in search of them. In their attempts to find them, many failed or suffered ghastly fates.

Ever the stickler for rules, the Count of Aude treasures his manor and the art within it as if it were his own children. In fact, he despises children and animals as they pose a threat to the sanctity of his gallery. Similarly, he prefers his staff to be punctual and well-mannered, meeting the slightest blunder with a firm slap.

There is a certain place he is insistent on forbidding anyone from entering. What lies inside may reveal his true nature...



## Toba

### トバ

A middle-aged woman who works at the Galleria Manor as a maid. While she does her job well enough, the lack of supervision by Count Bismont allows her to take certain liberties otherwise not granted from other estates. As the only member of the staff, Toba must tend to the needs of all the manor's guests, including that of the strange old witch Madame Marta and the all-too-enthusiastic Eureka, who often causes her headaches by offering to do her job for her. Despite her grievances, Toba claims her own compensation by helping herself to some of the manor's fineries, silverware, and the occasional morsel from the kitchen.

Outside of the manor, Toba cares for her adopted child, Patch, and spends time with her partner, Konyac. As someone who lends his services to the manor on occasion, he conspires with her to steal manor property.

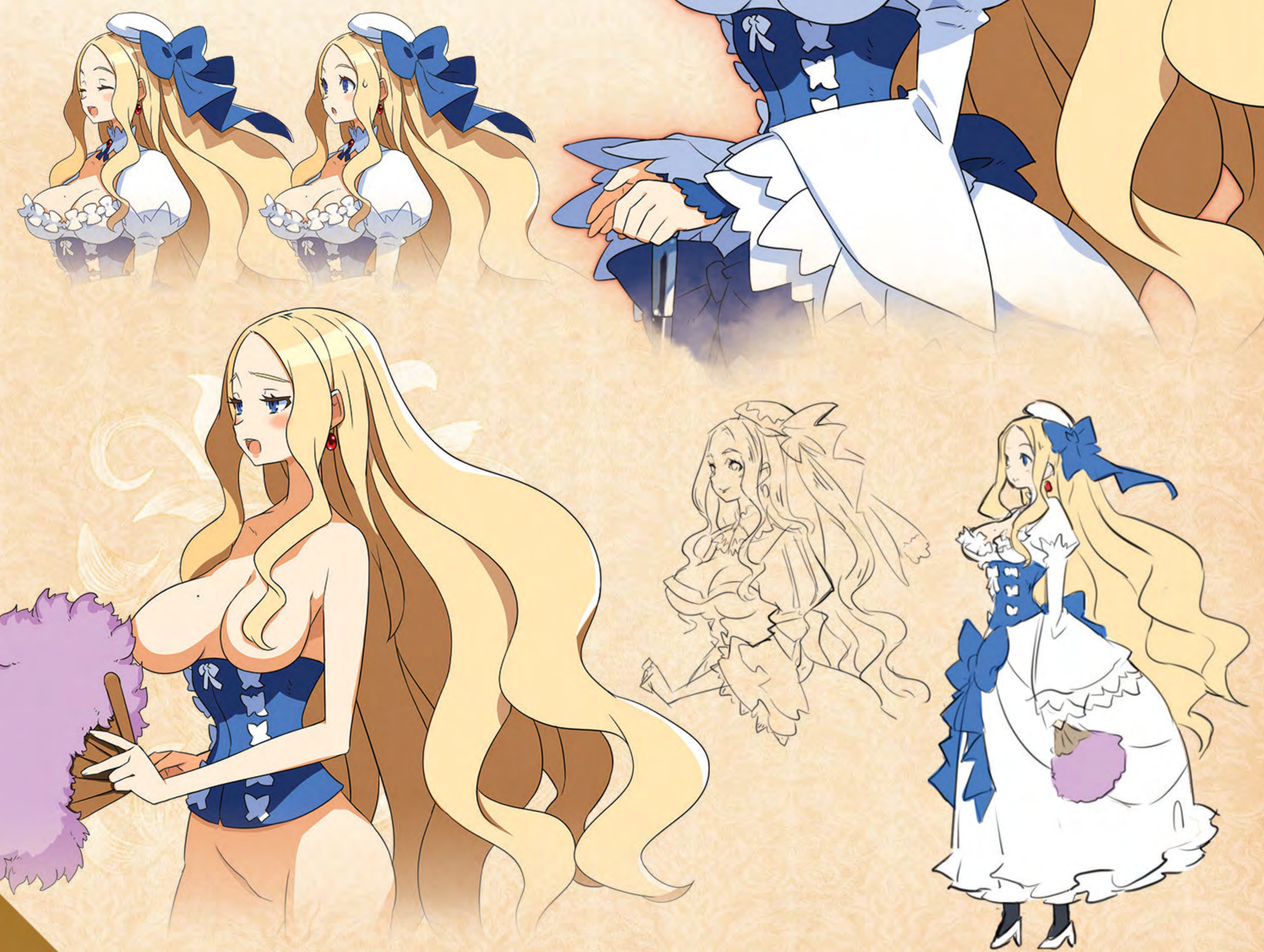




## Queen Luvalier クイーン ルヴァリエール

The Queen-consort from the royal capital. Narcissistic and ambitious, what she wishes for most is to outshine the younger consorts in court so that she may gain favor with the king. Her loyal maid, Kay, accompanies her on all her trips.

She often makes visits to the countryside where Galleria Manor is located for certain personal reasons. On one such visit, she goes to Madame Marta, seeking a remedy that would make her appear younger, and thus, more attractive to the king.



## Hans ハンズ

The leader of a local hunting brigade, although it's presumed the brigade engages in other unsavory affairs. Hans is large, hardened, and acts the part of a gang leader. He is also a convicted felon and a murderer.

While he is a crook and a miscreant through and through, he attests his virtuous side when coming face to face with the respectable old witch from Galleria Manor.





# Kay



Queen-consort Luvalier's loyal maid. She attends to Luvalier's every need, and has done so for a long time. She is respectful and kind, and only has the best in mind for those around her, not just her mistress—even those who are undeserving.



# Thomas



A journalist who works for the Daily Cartier, the local newspaper. As one who was born and raised among the proletariat, Thomas beat the odds and became a prolific journalist who now uses his voice to represent the working class.

Virtuous cause notwithstanding, he will do anything to get a scoop to besmirch the aristocracy—conniving, manipulation, espionage. Nothing is sacred.

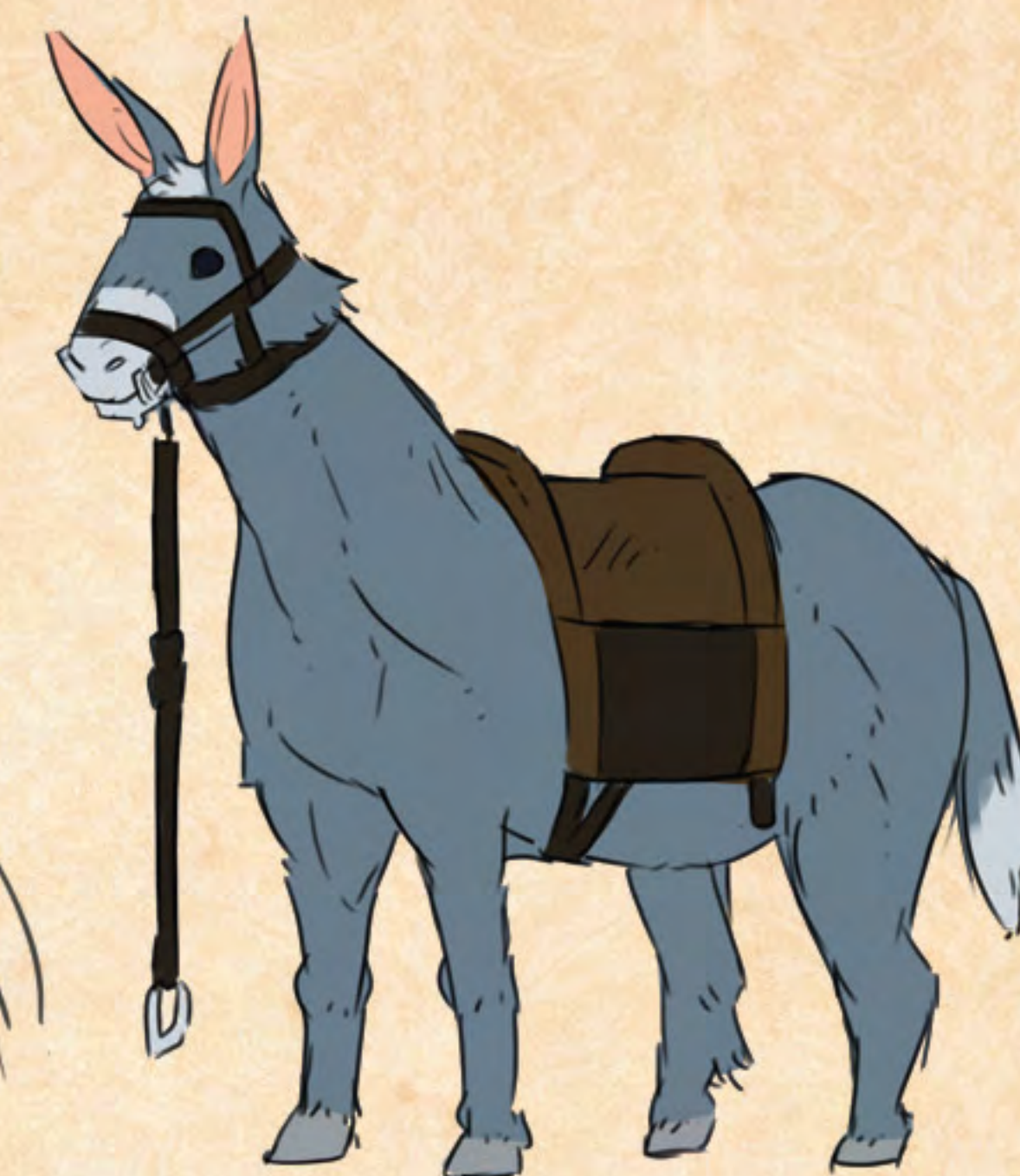
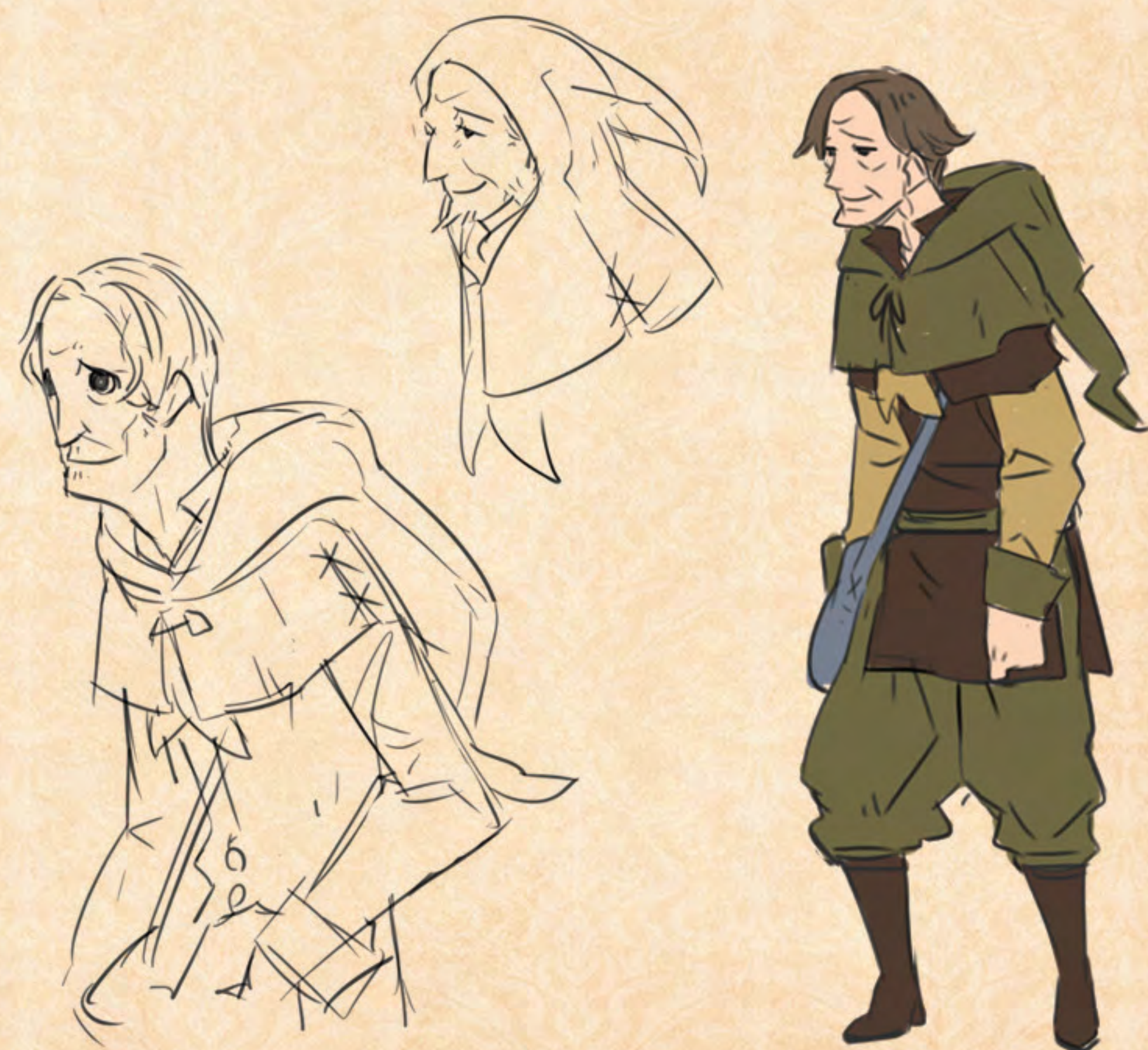
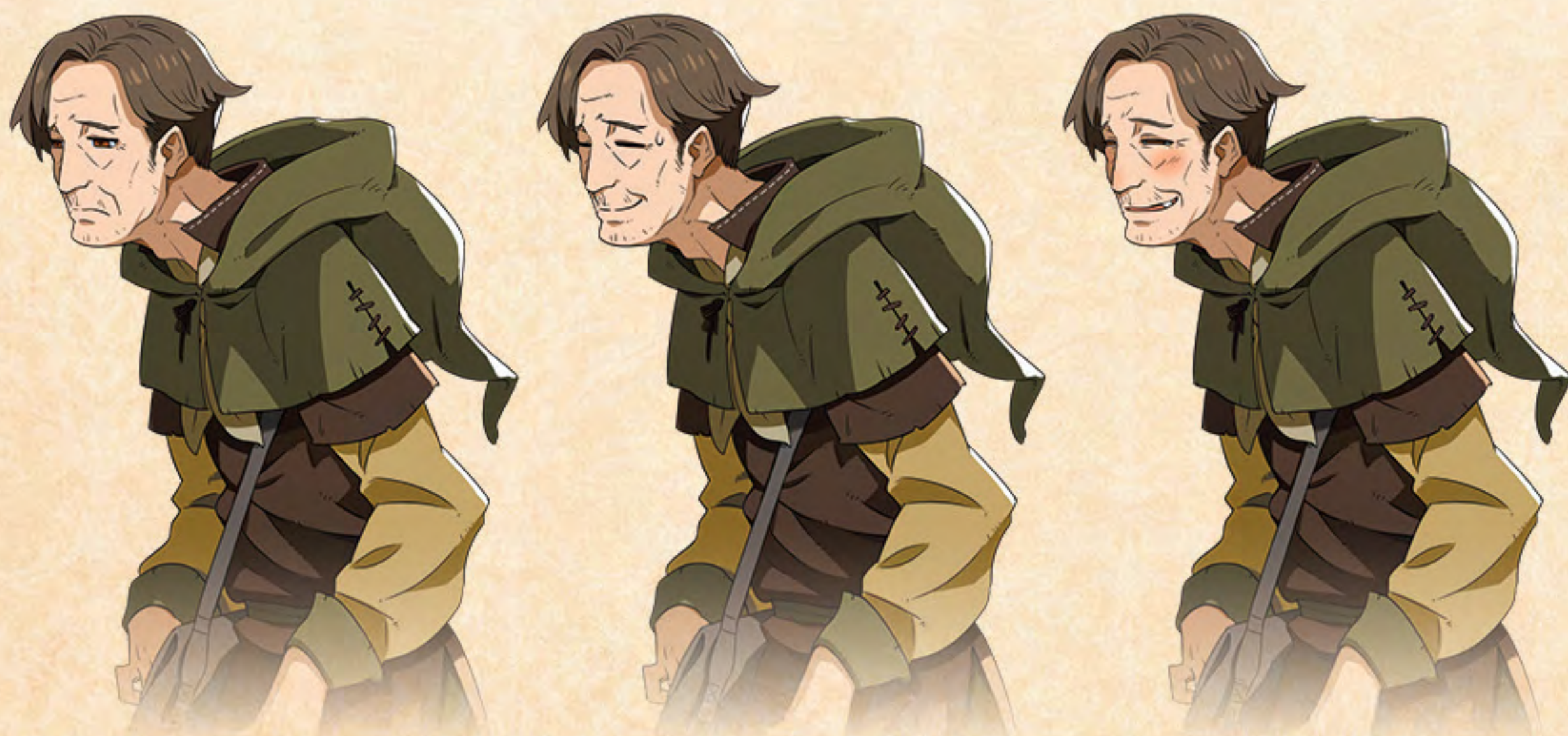




# Konyac

クニヤク

A local farmer who provides food and other services to Galleria Manor. He is the partner of Toba, and by proximity, is also Patch's adoptive guardian, much to his chagrin. He never exhibits much care for the manor or its staff, but sometimes, he is especially curious about Nachiroux...



# Keu

ケウ

A donkey that passes his days on Konyac's farm. He usually lives a peaceful life and doesn't do much, although Konyac will sometimes have him hitched to the wagon to earn his keep. Sometimes, Patch and Romal will take him on their many adventures.

Keu is very healthy and has been leading a particularly long life for a donkey...





## Patch

パッチ

A young boy who was made an orphan by war. Despite this, he revels in playing knights and squires with his best friend, Romal.

While Toba is his adoptive mother, he often finds himself scrounging around for his next meal. Though the Count forbids children from entering the manor, Eureka sometimes allows him in to sneak a bite or two from the manor kitchen.



## Romal

ロマール

A young boy who follows Patch around and loves playing knights with him. He calls their duo "The Order of Patch," where Patch plays the role of a knight, and Romal a squire.

He is kind, shy, and never seems to talk directly to anybody but Patch and Eureka.

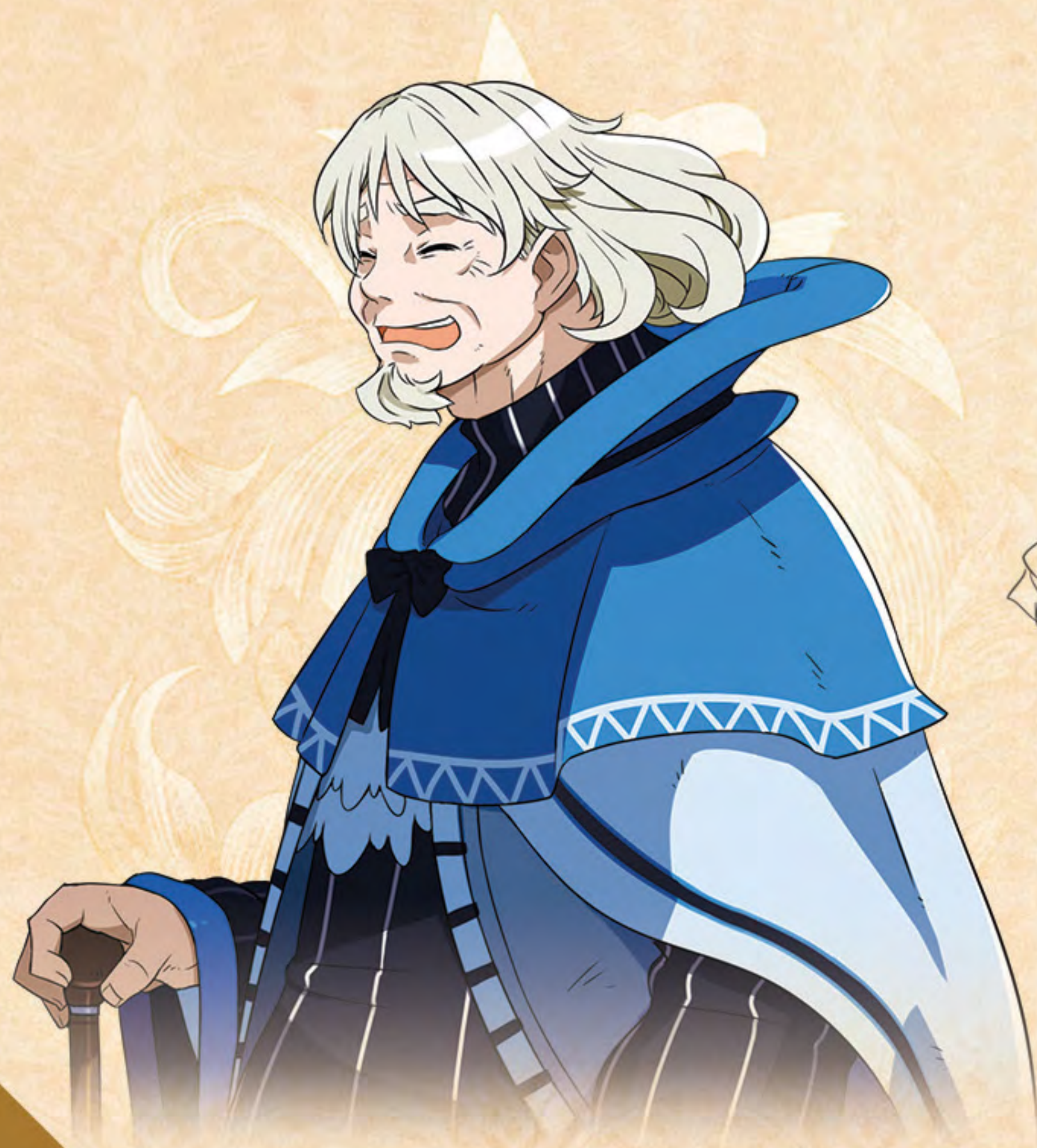
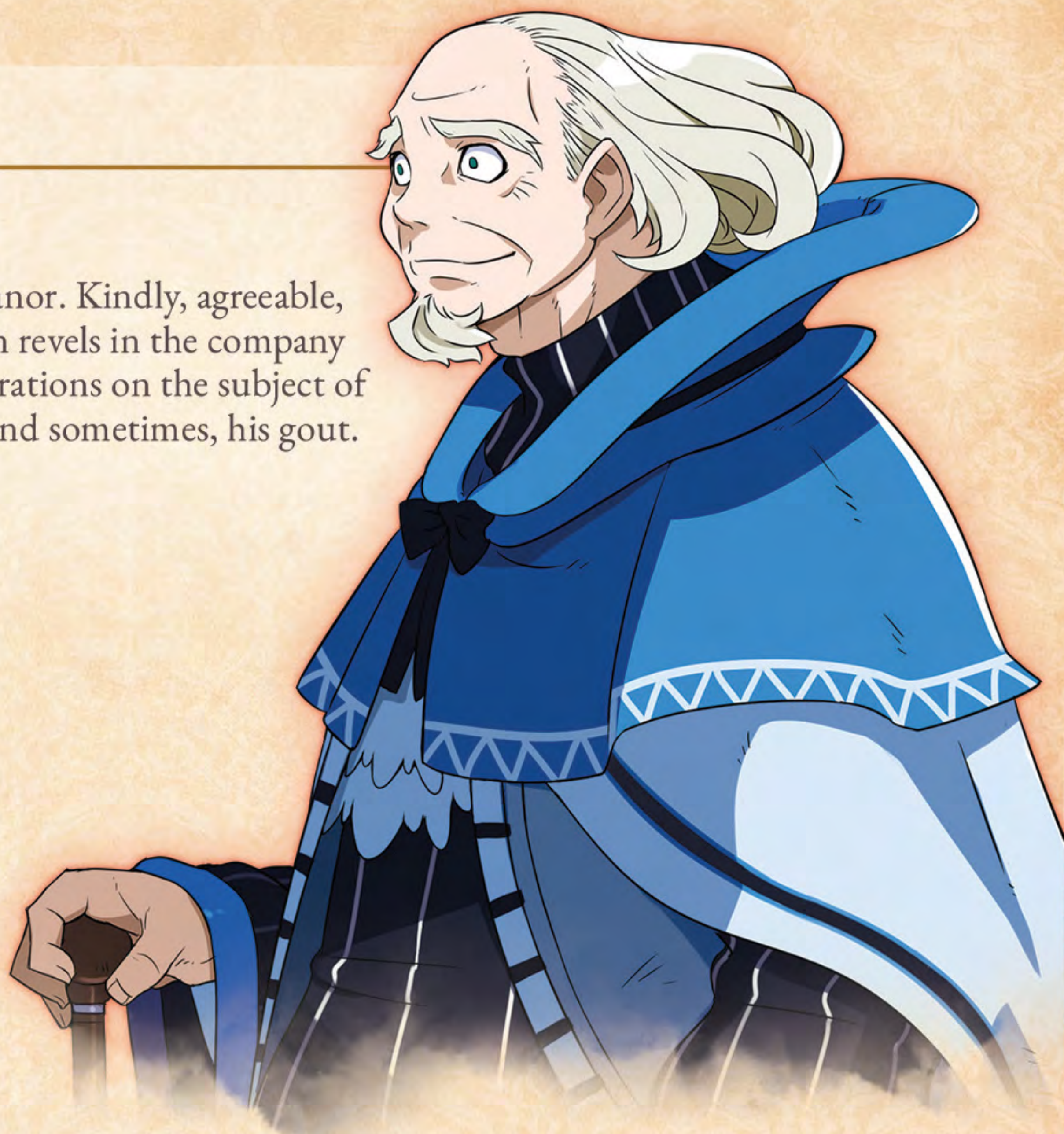
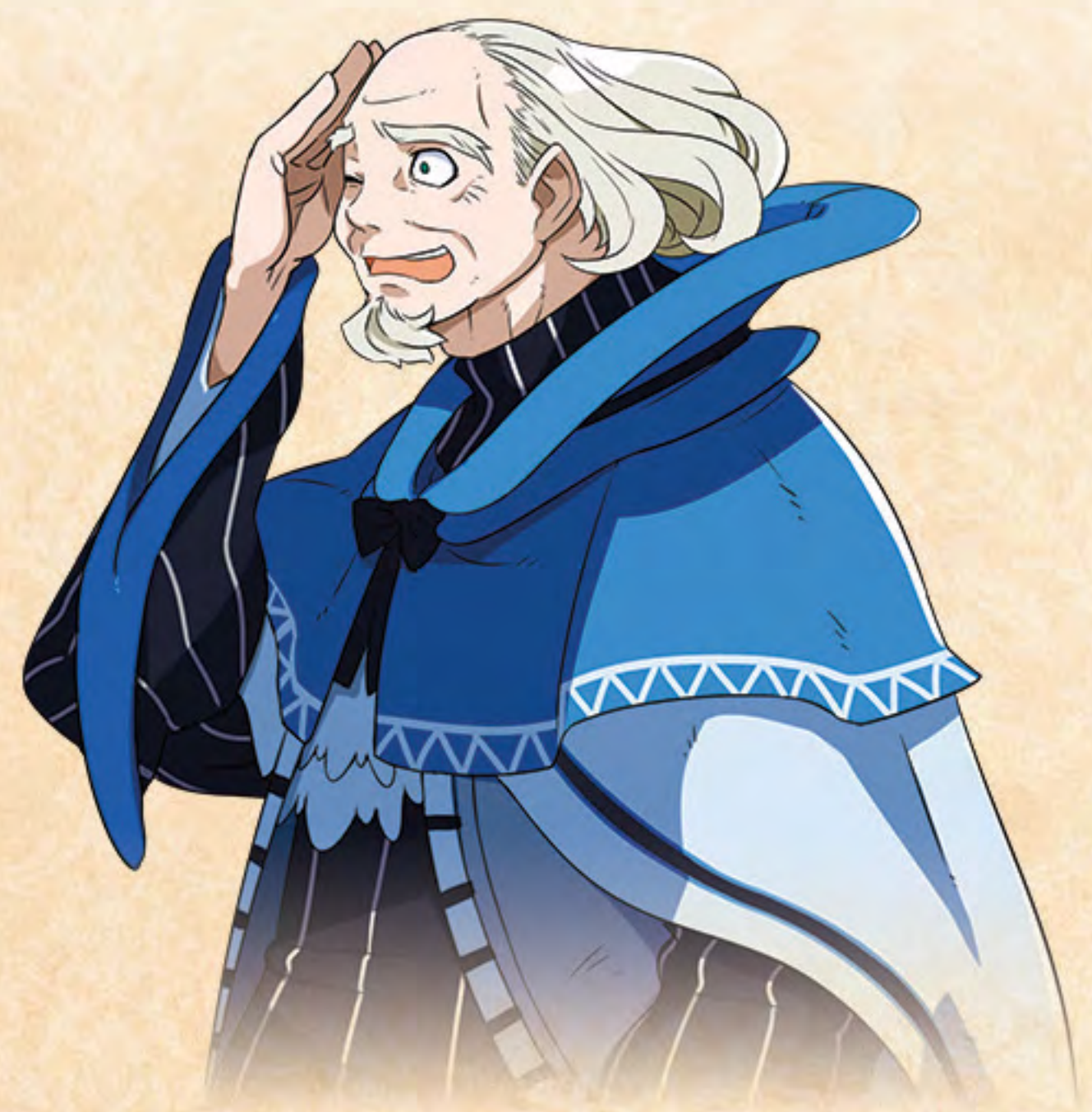




## Lord Norton

### Lord Norton

A lord who comes to stay at Galleria Manor. Kindly, agreeable, and notoriously loquacious, Lord Norton revels in the company of others, regaling willing listeners with orations on the subject of politics, art, the ingenuity of the prince, and sometimes, his gout.



## Hubert

### Hubert

A young prince from the royal capital. Born and raised in opulence, Hubert has never experienced refusal. His servants, which he occasionally extends to lesser nobles, must bend to his every demand, lest he invoke his royal powers upon them.

Still, he demonstrates a precocious talent for art, of which Lord Norton pays a particular acknowledgement. Despite all his privilege and talent, Hubert never feels quite at home in his own shoes.



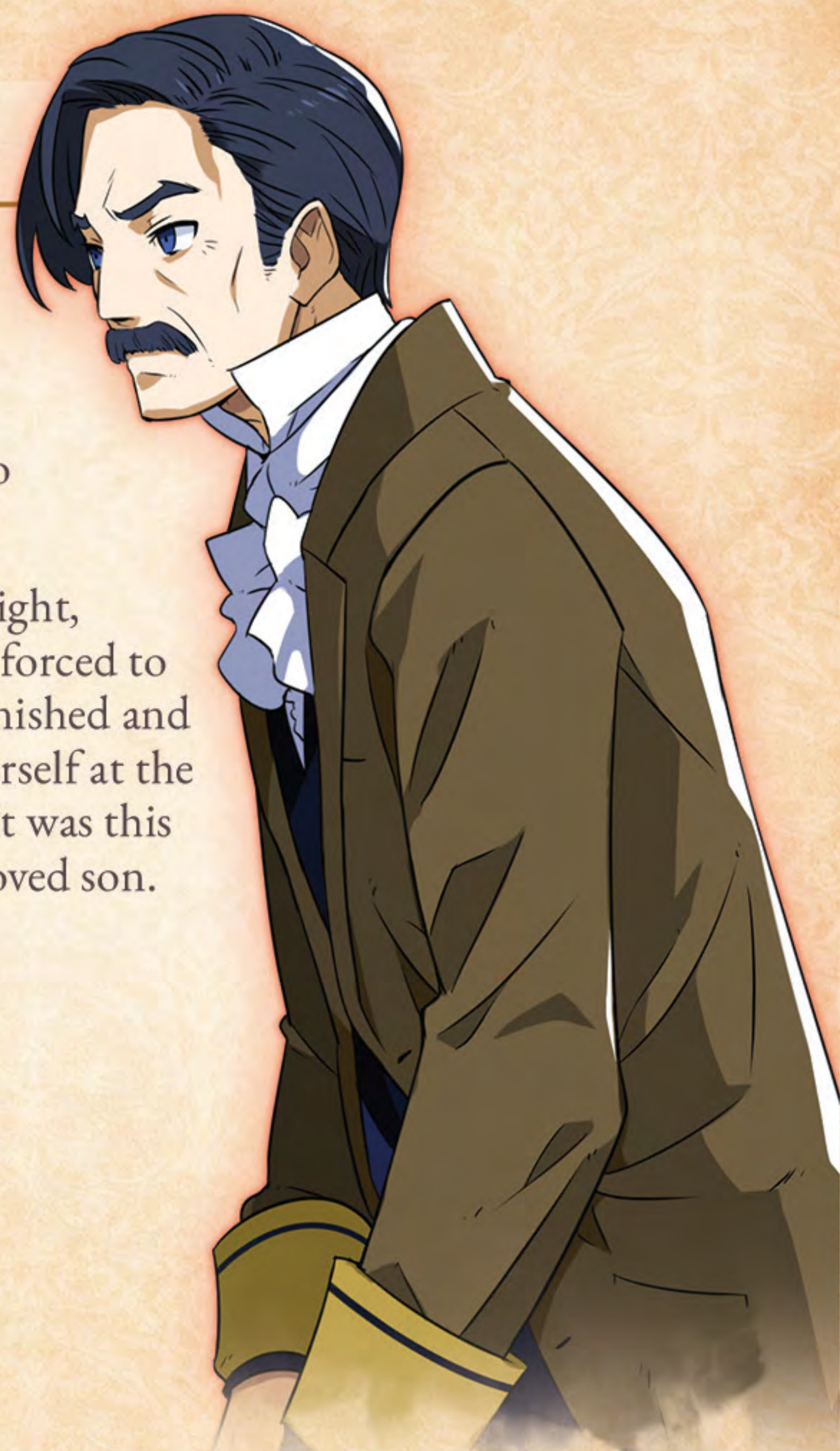


## Cohen de Soleil

Եօֆօմ Դֵ Սօհօլ

The lord of the Soleil family, nobles that preside over the town of Soleil. As celebrated musicians, the Soleils are known for their enterprises behind theatre sensations—operas, ballets, orchestras, to name a few.

With time, where Cohen and the Soleils once basked in the limelight, came only financial adversity. To Cohen's great chagrin, they were forced to work in order to maintain their lifestyle as nobles. His spirits diminished and his temper grew. His youngest daughter, Margaret, often found herself at the mercy of his indignant tantrums during their daily piano lessons. It was this temper that eventually led to the estrangement of his wife and beloved son.



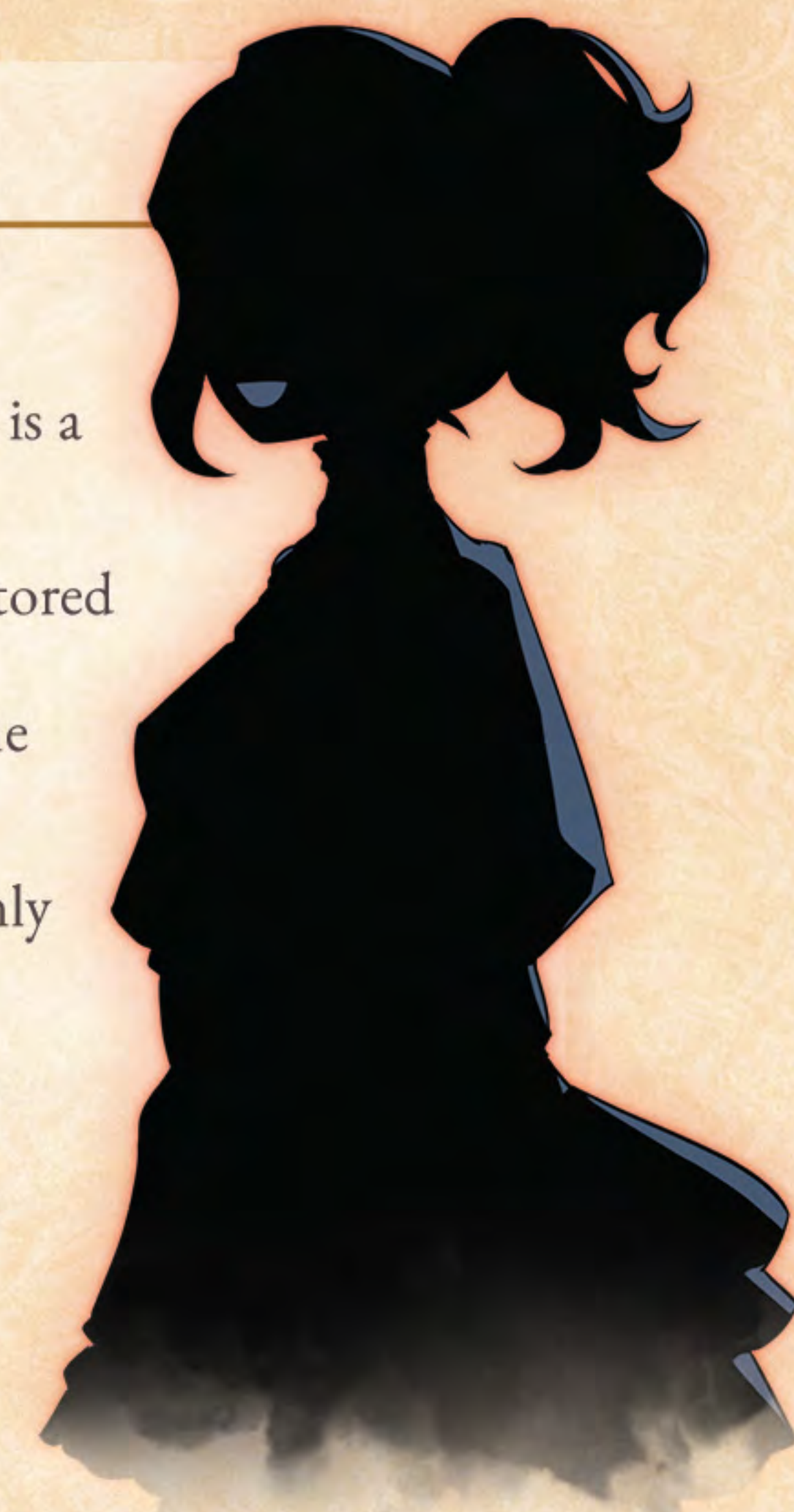
## Aurica de Soleil

Արիկա Դֵ Սօհօլ

Eureka's mother and lady of the Soleil family. Like Cohen, she too is a musician, but she wasn't born one.

While her husband tutored Eureka in the musical trade, Aurica tutored her in the occult and the esoteric skill of dowsing. Her roots are shrouded in mystery, but she never once sought to return, even in the face of her husband's fits of temper.

When the squalor became unbearable for her, Aurica took their only son Astel away, leaving Cohen and Eureka behind.



## Astel de Soleil

Աստօլ Դֵ Սօհօլ

Eureka's older brother and the only son of the Soleil family. Unlike his sister, he possessed a great natural talent for music, earning him favor with his father from an early age. He cares deeply for Eureka, but the estrangement between their mother and father would result in the untimely separation of the siblings.





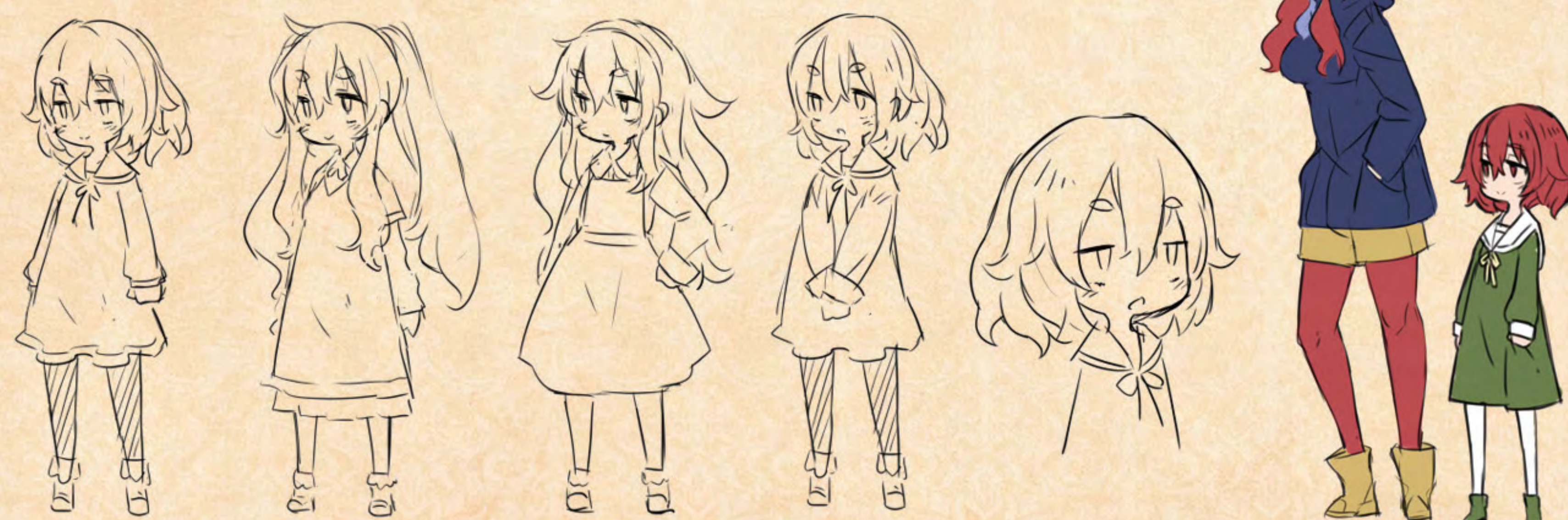
# Nachiroux Colbert

## 魔女の少年 少年の魔女

A 17-year-old witch on the cusp of adulthood. Like many teens her age, she is rebellious and stubborn, especially when it comes to her mother. As a child, she was ridiculed by her classmates because of her mother's unsightly appearance.

School and friends are of no interest to Nachi. What interests her is magic and alchemy, but because her mother despises magic and its unauthorized use is banned, she resorts to studying it in private with the help of a grimoire known only as "Pol's Book of Magic."

After her grandfather passed, she inherited the family store, called the Galleria General Store, where common provisions used to be sold. But now, only dusty antiques and old art pieces line the shelves, and few patrons visit anymore. Still, Nachiroux's fond memories of her grandfather keeps her running the store every day without fail.



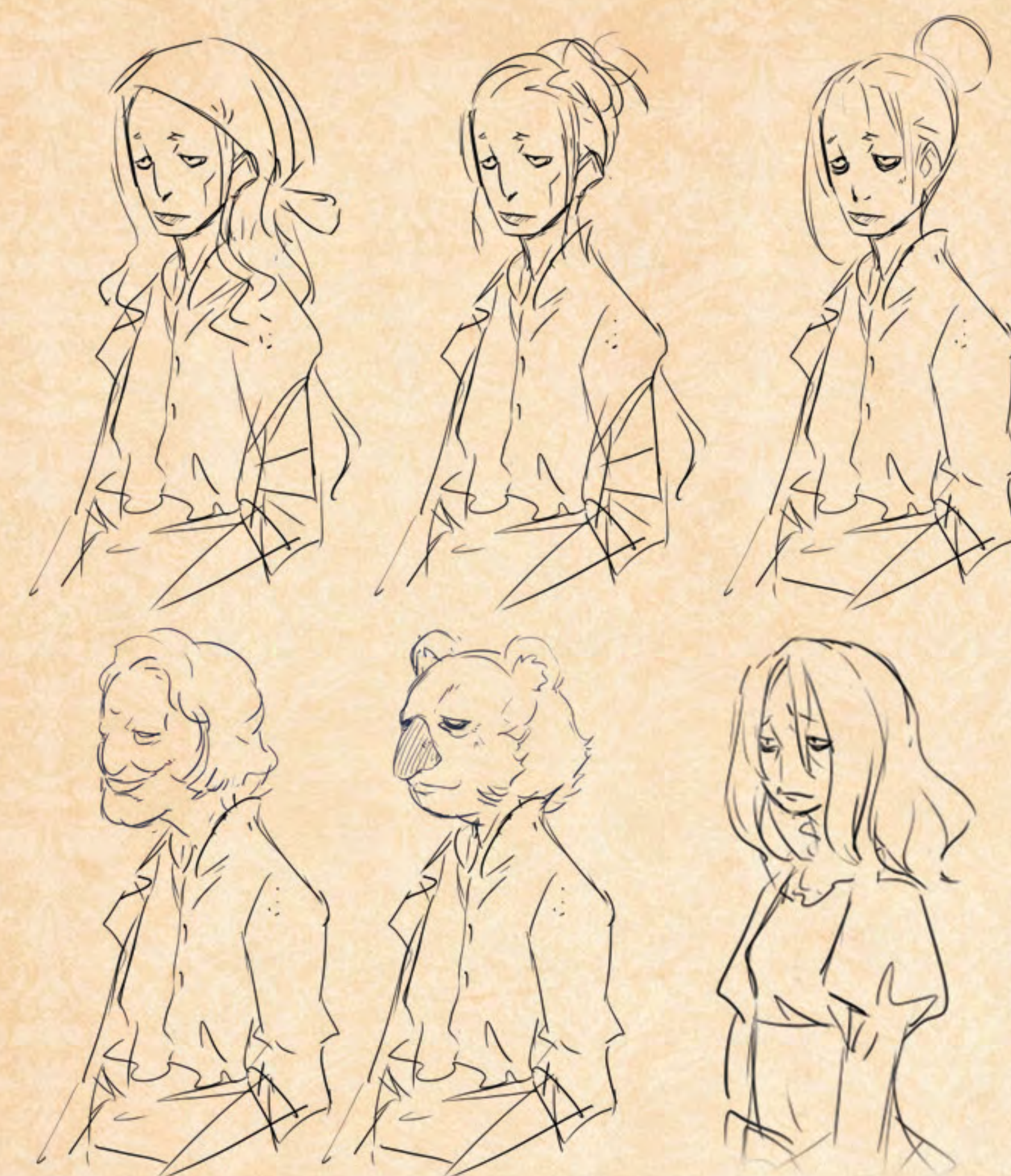


## Nina Colbert

### メロコ ドウジ屋

Nachiroux's mother. When Nachiroux was younger, she consumed an ash crystal, a byproduct of the Upheaval Phenomenon. This caused her to be afflicted with the ash-affliction, a terminal condition that leads to eventual death. In the aftermath, Nina went to a witch to seek a remedy for her daughter, but the ensuing debt to pay for it forced her to sell their apartment building and work multiple full-time jobs.

Many find Nina's looks repulsive, making it difficult for her to find permanent work or romance. Nevertheless, she works hard caring for her daughter, and to pay off the enormous debt.



## Grandfather Colbert

### ジロコ Colbert ドウジ屋

Nachiroux's late grandfather and Nina's father. He used to own the apartment where they live and the Galleria General Store, but when he passed, Nina was forced to sell the building.

When he was the store owner of Galleria General Store, he helped townspeople in need at no cost, telling Nachiroux that people with the means should help those less fortunate.





## Marc

♫♫♫

Nachiroux's childhood friend, Marc, represents Nachiroux's polar opposite. He is outgoing, responsible, mature, and pragmatic. It's difficult to say how they got along as children, but as now-teens, what little they see of each other typically ends in quarreling. However, this could be just their way of masking their true feelings.

At the school where Nachiroux refuses to attend, Marc can often be seen surrounded by a throng of students, especially female. Though they goad him into late-night fraternizing, he never forgets to care for his older sister, one of the Lunathal witches.



## Pumpleton

♫♫♫

Nina and Nachiroux's current landlord. He has known them both since Nachiroux was a little girl, and has their best interests in mind.

However, he sometimes has impulses that he struggles to put a bridle on.





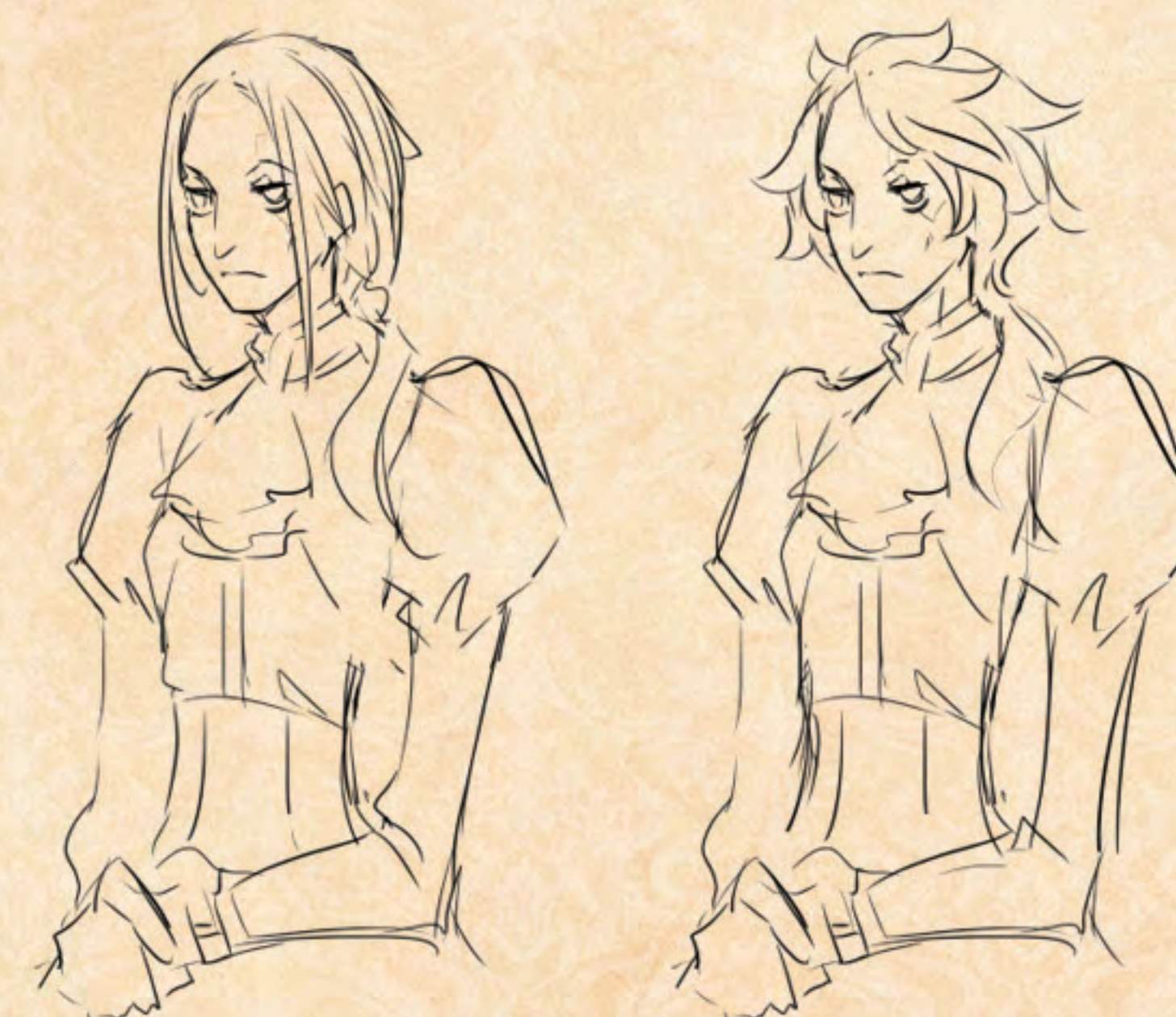
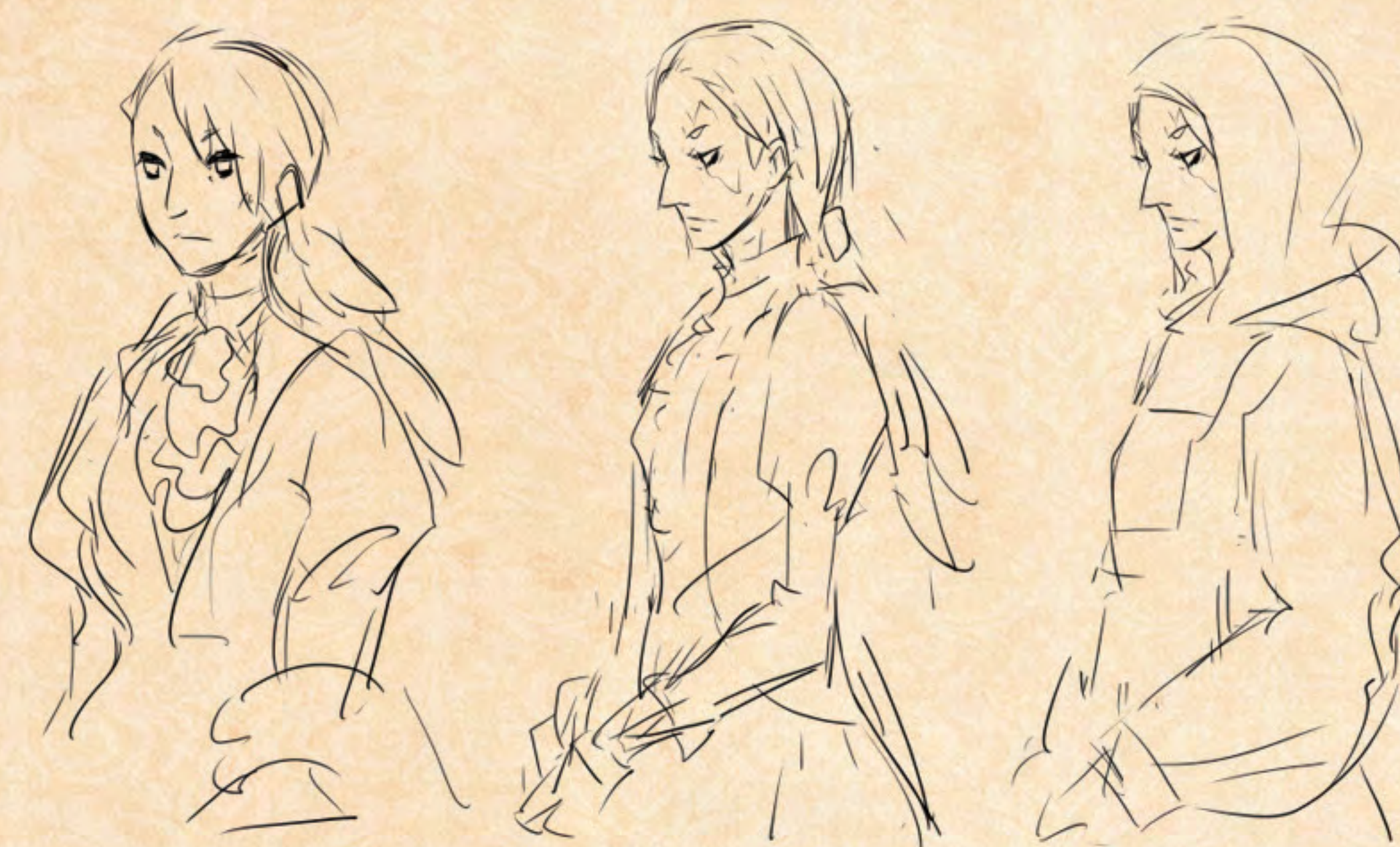
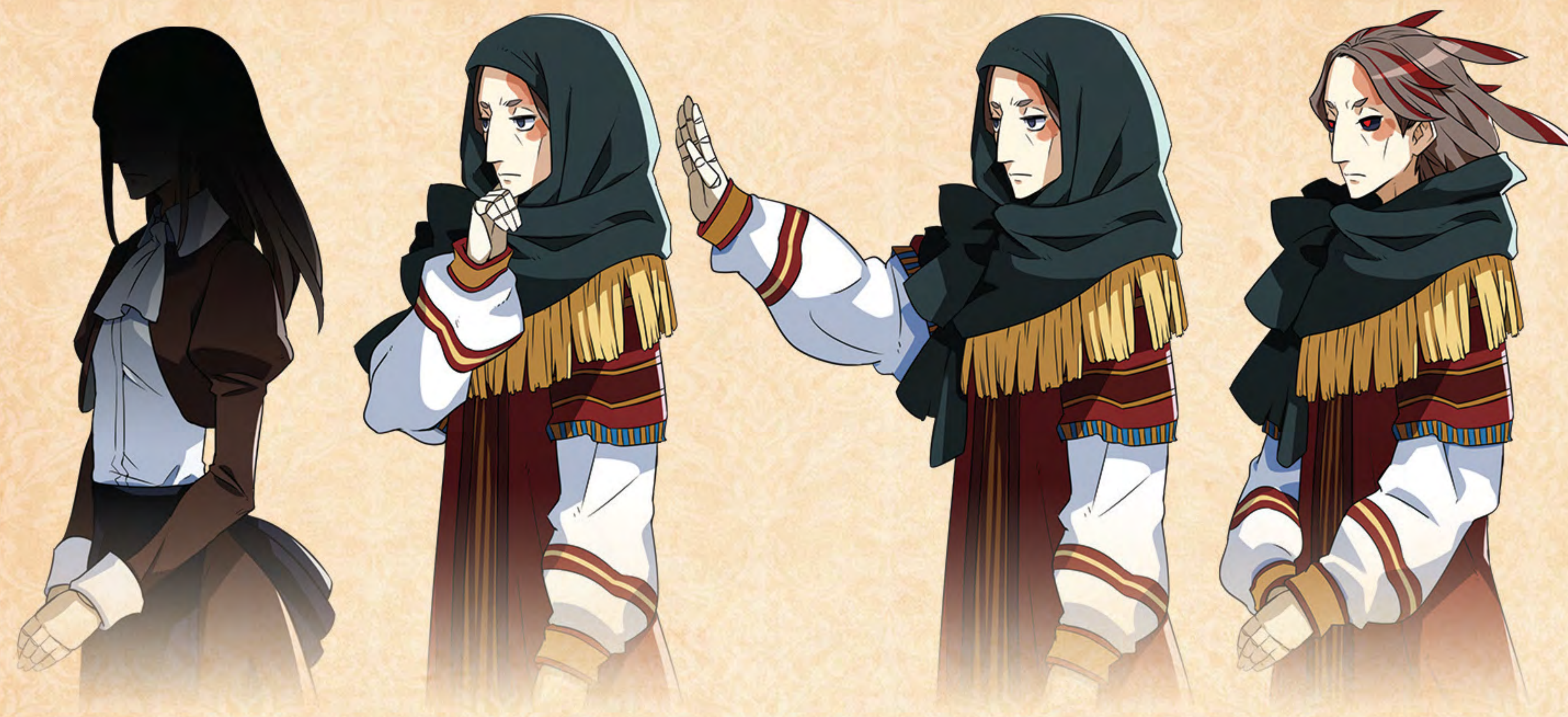
# Cecilia

セシル・トルテリエ

Cecilia Kamie Tortelier is a powerful witch and a descendant of the World Tree Tribe, a gifted group of magic-users from another world.

Stoic, utilitarian, and driven, Cecilia came to Alluna and made a life with Bisto in Galleria Manor. She assisted him with his art, and eventually came to create her own. With her latent powers as a witch, she was able to fabricate intricate magical artifacts known as Curios.

Cecilia originally introduces herself to Nachiroux as a self-proclaimed broker of magical items. After stumbling upon Nachiroux's Curios, she promises Nachiroux sizable payments in return for more. Of course, Nachiroux eagerly accepts and ventures into the labyrinth to find Curios to sell. The reason she seeks them may be more nefarious than it seems.





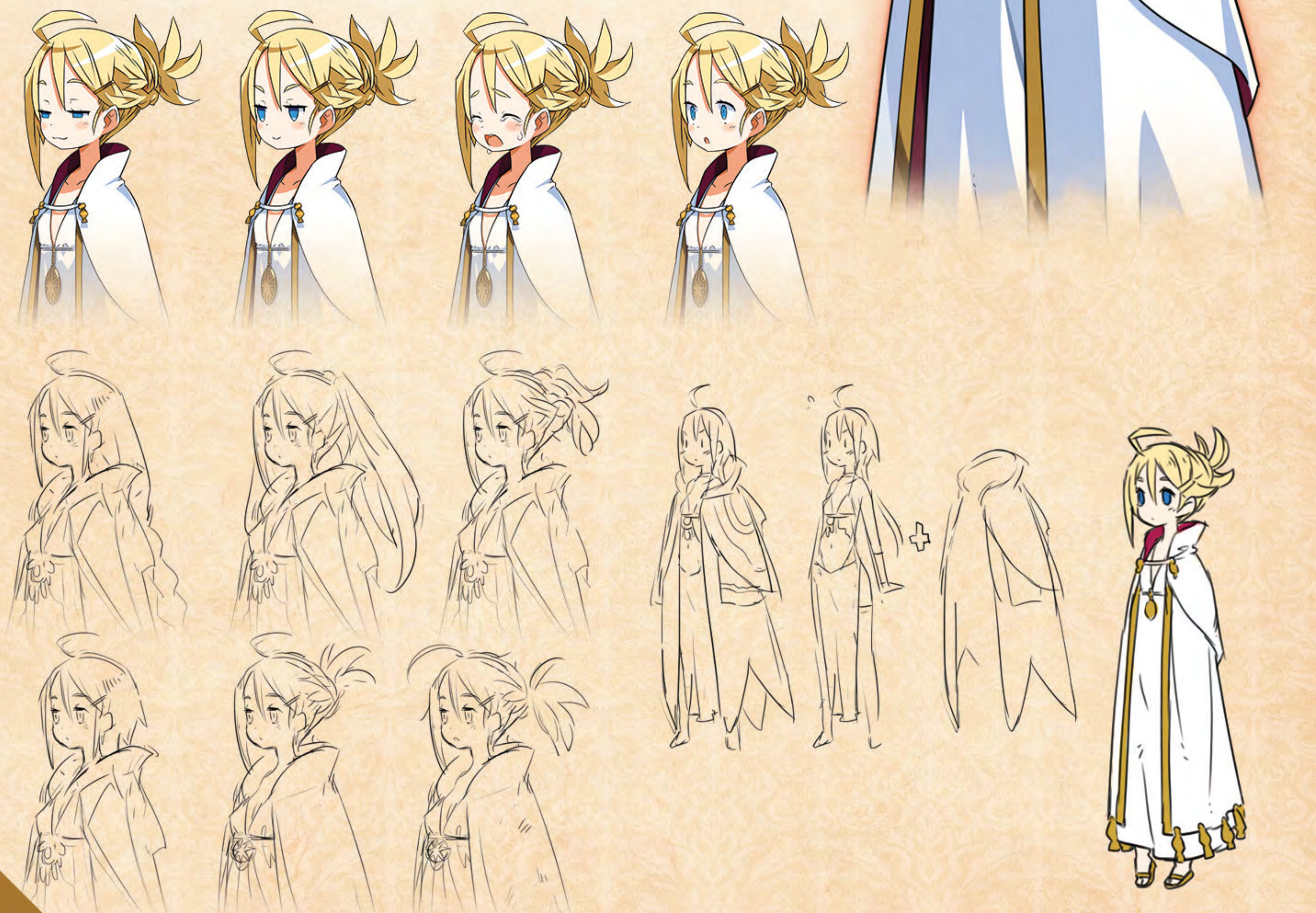
# Eureu

エウロ

A prophet known as the Great Oracle of the Shining Sun Across Worlds whose powers manifested at an early age, Eureu holds a powerful position in Alstellan high society. However, she feels restricted and bound to her duties after a lifetime of being used for her powers of prophecy by others. She heads the Oracle Agency, to which the Moon Society belongs, and decides to contact Nachiroux because of a prophecy she received.

Eureu does not tolerate laziness or impoliteness, but she makes an exception for her childhood friend, Kitcat. Because her duty is to protect the world with her prophecies, her usual arrogance and strict personality hides her worries and tragic past. She looks like a young girl, but in reality, is well over a century old.

Bears a striking resemblance to Eureka, with whom she shares a first name—Margaret.



# Kitcat

キツネ

Kitcat the Immortal is lauded across Alstella as both a Lunathal witch and a celebrity. Eloquent, mysterious, handsome, and whimsical, she always knows what to say and where to be at just the right time.

She earned her epithet after escaping from certain death numerous times. Though she cares deeply for her fellow witches, her frivolous nature is sometimes misconstrued for disrespect or indifference.

After scouting Nachiroux as a potential candidate for the Moon Society, Kitcat acts as one of her mentors, albeit unwillingly. She possesses extensive knowledge about the universe paralleled by none.



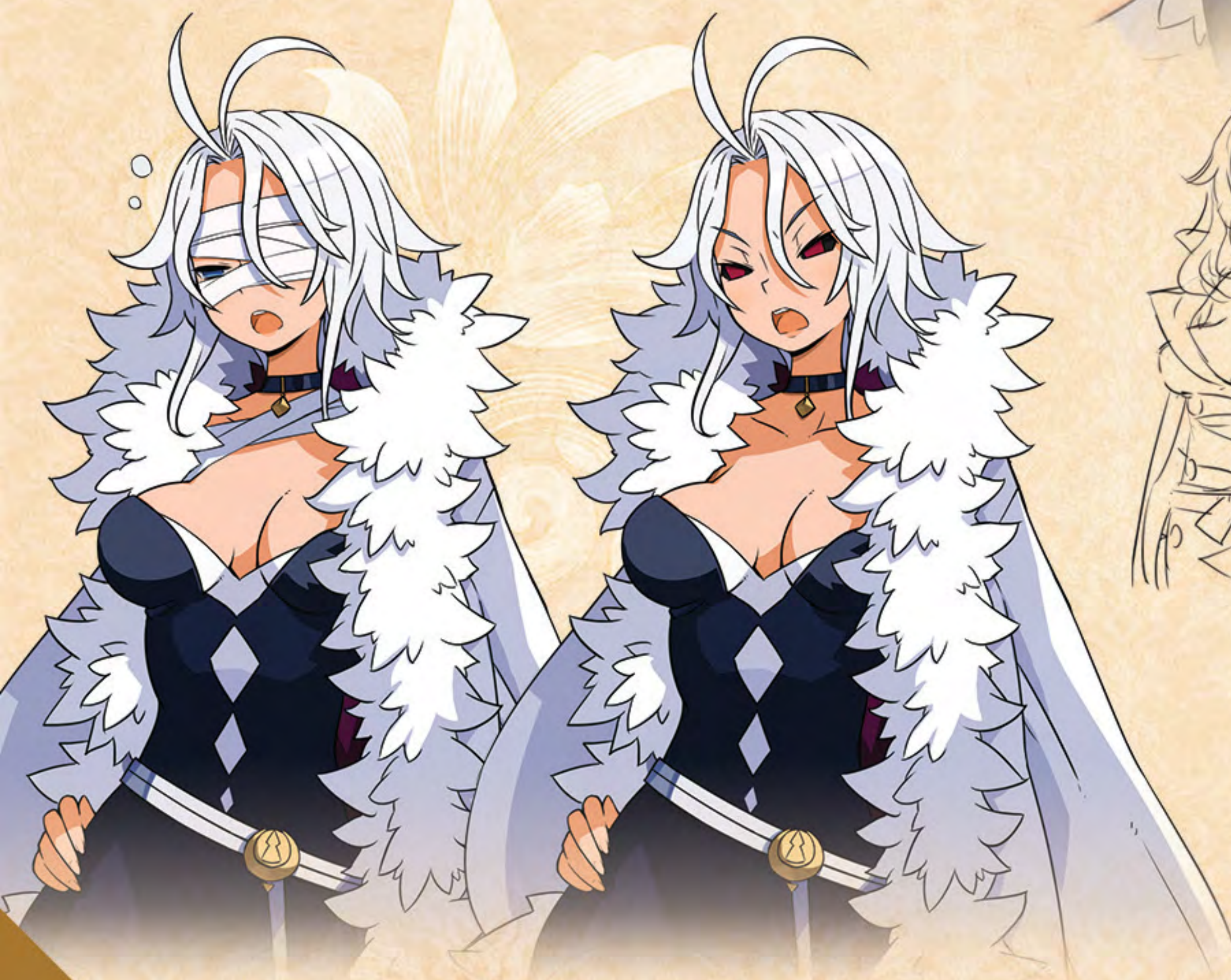
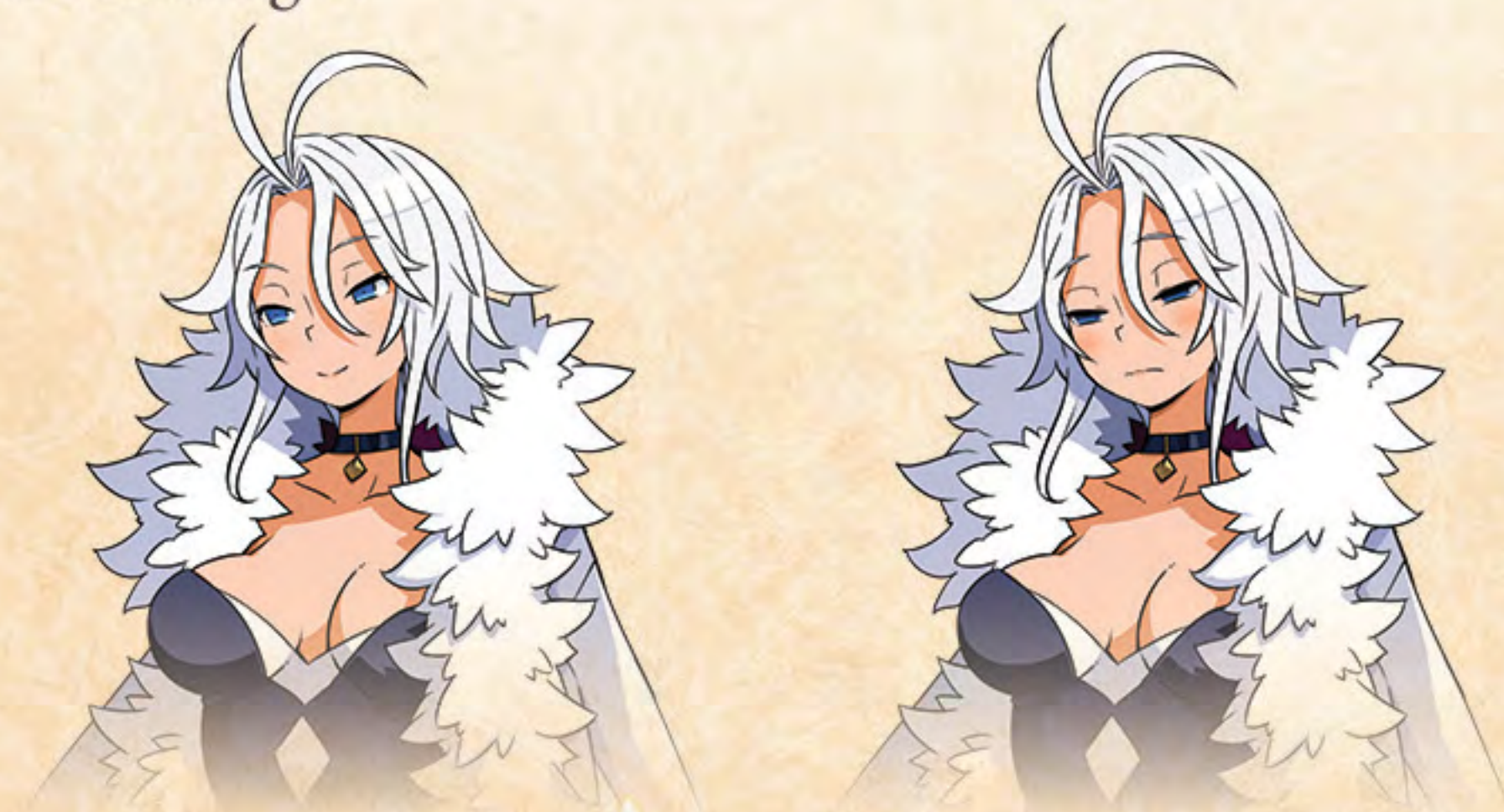


# Clarisstia

クハリスティア

A Moon Society witch known as the Ivory Thunder, feared for her immense lightning magic. She far and away possesses the most powerful combat magic of all witches in the Society. As a result, she's often called to suppress the Upheaval Phenomenon.

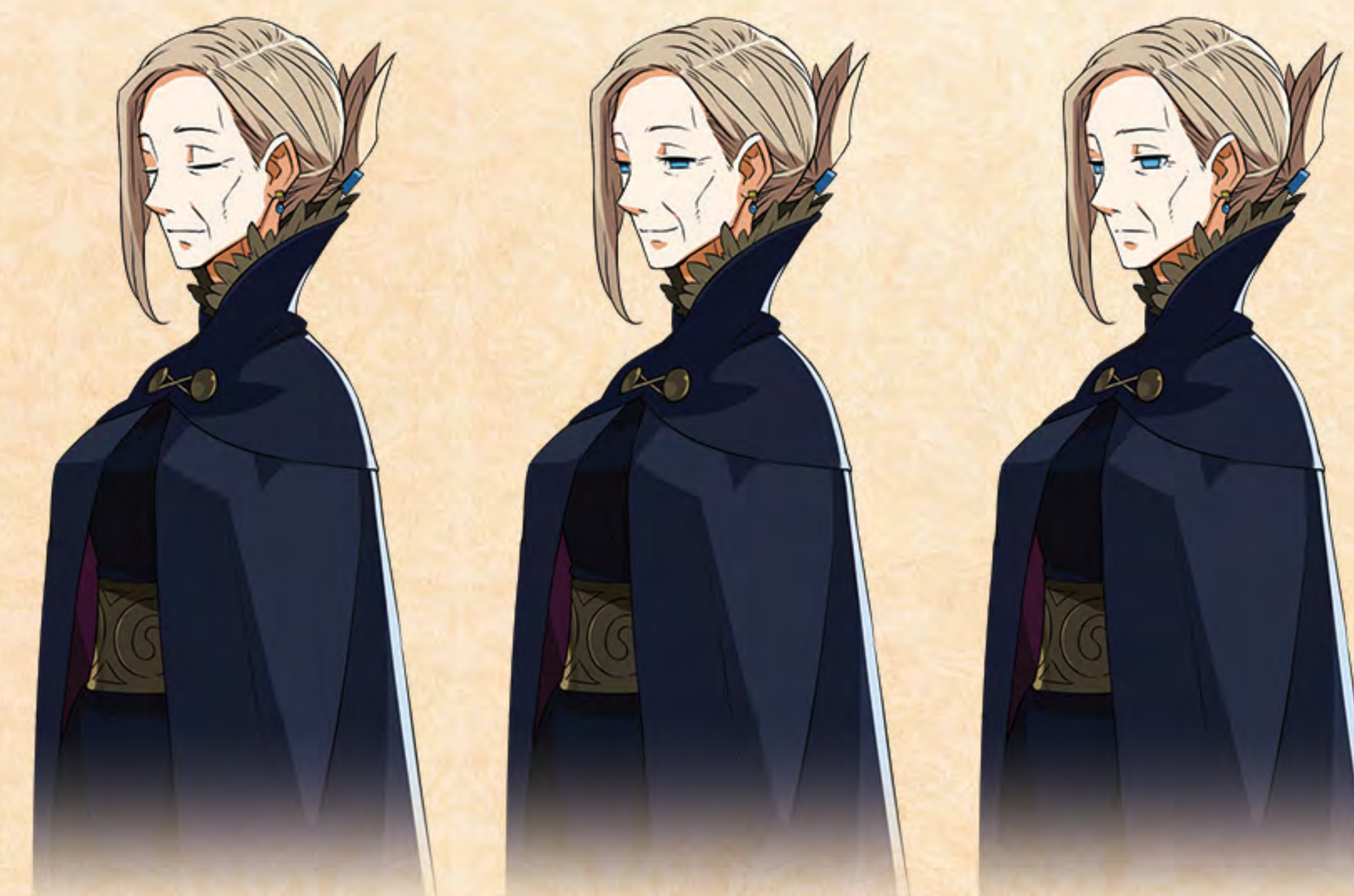
Clarisstia has not had a significant challenge in years, evident from her excessive recreational drinking and her general nonchalant demeanor. This changes when she comes upon Nachiroux, who was somehow capable of deflecting her lightning. Clarisstia then agrees to become Nachiroux's master and trains her in magic.



# Mirage

ミラージュ

A Moon Society witch known as Golden-spoon Mirage. Dependable, endlessly wise, and maternal, Mirage serves as a de-facto leader of the Moon Society witches. She cares deeply for her witches, and the Moon Society witches look up to Mirage in turn.



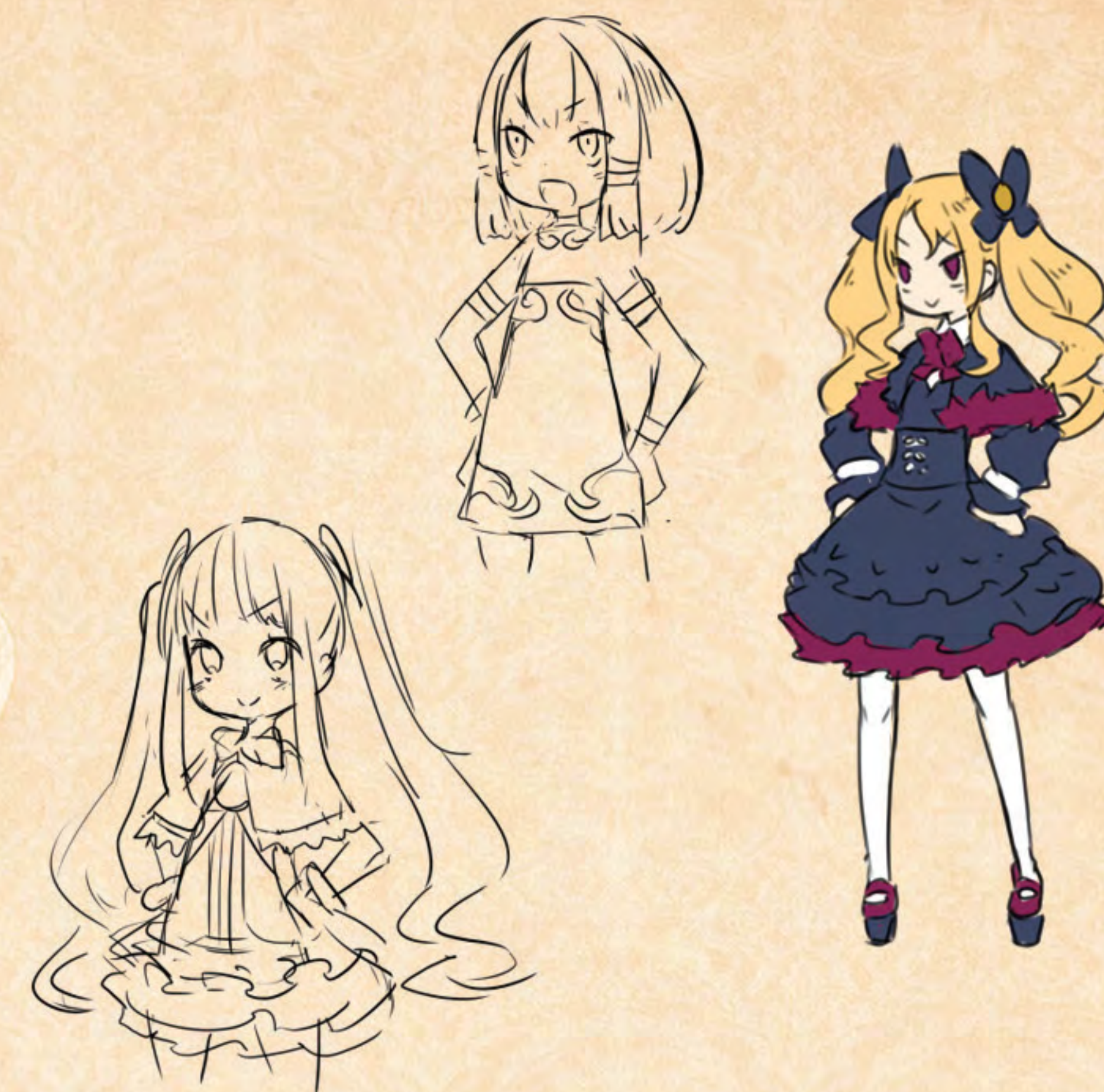


## Nelliru

メッルル

A Moon Society witch known as the Rusted Nail witch. Despite her looks, she's actually 32, and has three children. She is loyal to the society, and serves as their in-house "cleaner" and problem-solver.

When Kitcat shirks off her assignment as Nachiroux's mentor, which admittedly, occurs fairly often, Nelliru ends up being the one to help her out.



## Doris

ドリス

A Moon Society witch known as Red-leaf Doris. Not the strongest or most capable of witches, Doris is full of knowledge and care for her fellow witches. She especially looks up to Claristia, and is more than willing to uphold the many rules of the Moon Society.





# Ghiltruda

ギルルダ

A Moon Society witch known as La Ghiltruda Dramatique. Less of a combat witch and more of a tinkerer, Ghiltruda specializes in puppetry and reanimation magic. She's also known for concocting her unique brand of remedies for anyone who needs it—at a price. Ghiltruda is also well-known for her ability to divine certain futures by writing dramas in her mind.

It's difficult to tell what Ghiltruda's objectives are at any given moment. She indicates little loyalty to the Society, despite being its director, and only works to further her own research.



# Faus

ファウス

In the Marta District, Faus's mother used to visit Madame Marta often for her family remedies. Inspired by Madame Marta's magic, Faus, a High Wiccan, joins the front lines in order to suppress the Upheaval Phenomenon. She specializes in puppet magic, which she uses to aid Madame Marta, although she's not confident in her skills.





# Bisto

ビスト

A starving artist who took temporary residence in an abandoned church, which just so happened to be part of Galleria Manor. Nothing is more important to him than his art, but being recognized for it was the barrier between anonymity and fame.

Fortunately for him, the owner of the church, Marquis de Galleria, discovered him and offered to become his benefactor in exchange for exclusive rights to Bisto's art. His devotion to his art would be challenged when finding a strange woman alone and injured in the woods, whom he would fall in love with.



# Marquis de Galleria

ガッリアの侯爵

Long before Count Bismont held the title, the avaricious Marquis de Galleria was the lord of Galleria Manor. For the Marquis, the true indication of his wealth lied in his vast collection of art. When he discovered a local artist, Bisto, had set up a makeshift atelier in the church on the manor grounds, he was impressed at Bisto's artwork. Instead of kicking him off the property, the Marquis allowed Bisto permanent residence in the church, along with Cecilia.

However, upon discovering Cecilia's exquisite pieces, his greed would get the better of him.



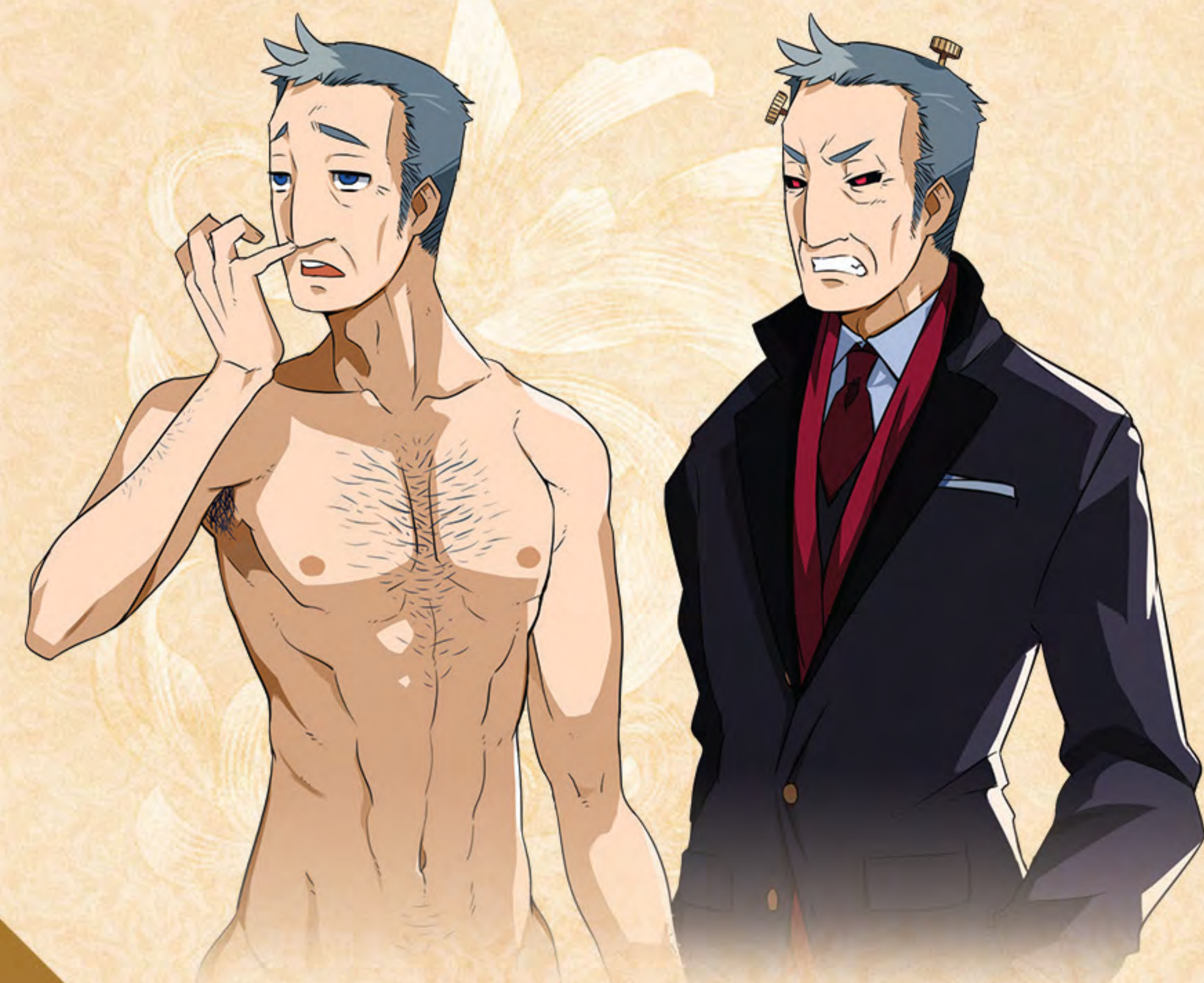
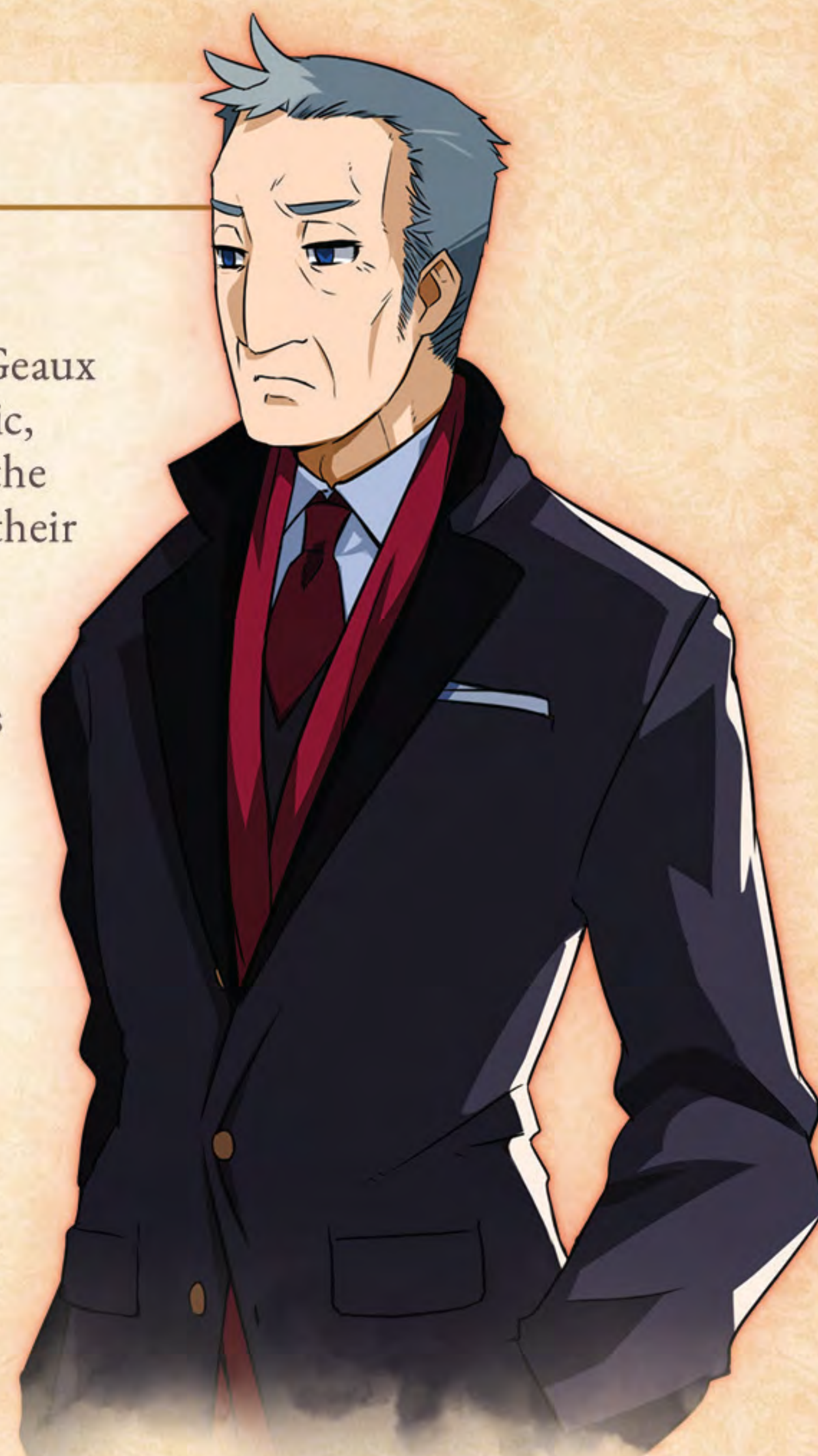
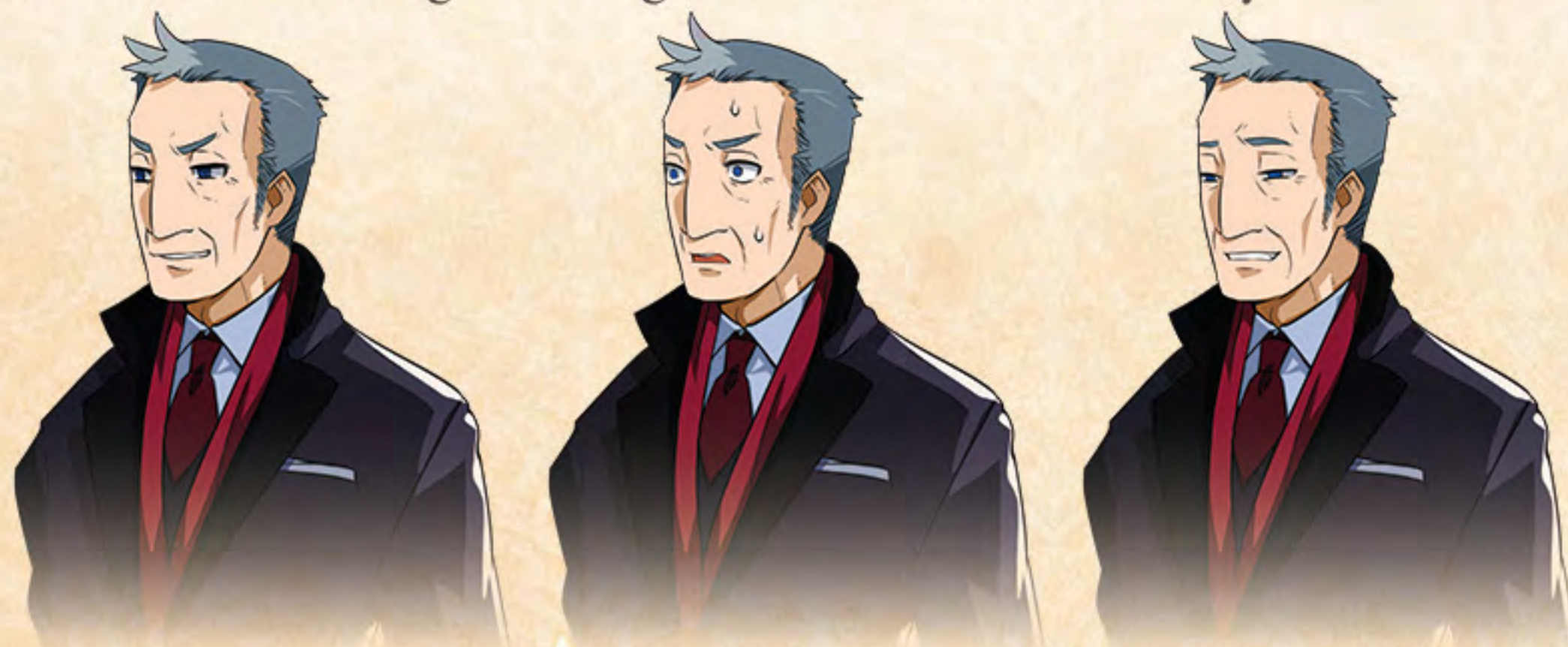


## Geaux



An abject criminal with an unending list of crimes. Although Geaux Felmer is not a witch, he possesses an inherent ability to use magic, a trait exceedingly rare among males. Like Cecilia, he belongs to the World Tree Tribe. His family was known on his home world for their battle prowess.

Instead of sentencing him to death, the Moon Society decides to offer him exoneration in exchange for embarking on a perilous expedition to Alluna. In Alluna, he becomes stranded with no way to return, and is forsaken by the Moon Society. When he finally discovers a way to return to Alstella, he swears a murderous vengeance against the Moon Society.



## Birdperson



As one of the World Tree Tribe, Cecilia is granted powers that other witches don't possess. In this monstrous form, she possesses heightened physical and magical prowess. She can also use this form to fly and even travel between worlds.

In an event while travelling between worlds, she bumps into baby Nachiroux's cradle, causing her to land in Alluna, while Nachiroux lands in Alstella.





## Number 32 (Ketty)

ᄒᄒᄒᄒᄒ

A girl who Eureu met at the orphanage. She was cheery and could often be found playing with and feeding stray cats. She was one of the few who treated Eureu with kindness.

On one hapless day, she was struck by a carriage and was killed.



## Number 71 (Margaret)

ᄒᄒᄒᄒᄒᄒᄒ

After Eureu ran away from her abusive home, she used her powers of premonition to keep her alive. However, her abilities were quickly discovered by adults, and she was exploited. She escaped and ended up in an orphanage where other gifted students were kept against their will. Disillusioned, weary, and hopeless, Eureu had no will to live, so she never attempted to escape.



## Number 157 (Kitcat)

ᄒᄒᄒᄒᄒᄒ

A younger Kitcat who was once an orphan like Eureu. They both met at the same orphanage Eureu was held. When meeting Eureu, Kitcat only saw a lifeless husk. With a clever magic trick, however, a smile was brought to her face.



## Royal Guard (Alluna)

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## Manania Soldier (Alstella)

ᄒᄒᄒᄒᄒᄒᄒᄒᄒᄒᄒᄒᄒᄒ





## Witch Who Forgot Her Name

✦ *මහරිථ මඬන දඹලනයි ඔබේ මමර*

An omnipotent entity who reigns supreme over Alluna in its weakened form. She has protected this world from invaders for eons – so long that she had forgotten she was once Nachiroux. She gained her immortality with the power of a sword called Bastienbrand which once belonged to her ancestors of the World Tree Tribe. Her only desire is the preservation of this lifeless but perfect Alluna that is her home after it was nearly destroyed.

In order to rescue her from this eternal fate, Eureka must venture into this world and defeat her with Fantie's help.







# PUPPETS

Grasshopper





ASTER CROW

アスター・クロウ

Type A





Type B



Type C







ASTER ASHE

アスタアシェ

Type A





Type B



Type C







SHINOMASHIRA

ツツツツツツツツツツツツツツ



Type A



Type B



Type C







SHINOBUSHI

忍び者

Type A





Type B



Type C







THEATRICAL STAR

ウチゅらっすん ぐらっ



Type B



Type C







# THEATRICAL DOLCE

ウヰヰヰヰヰヰヰヰ ヲヰヰヰヰ



Type A



Type B



Type C







MAGIA MAID

魔法少女 魔法少年

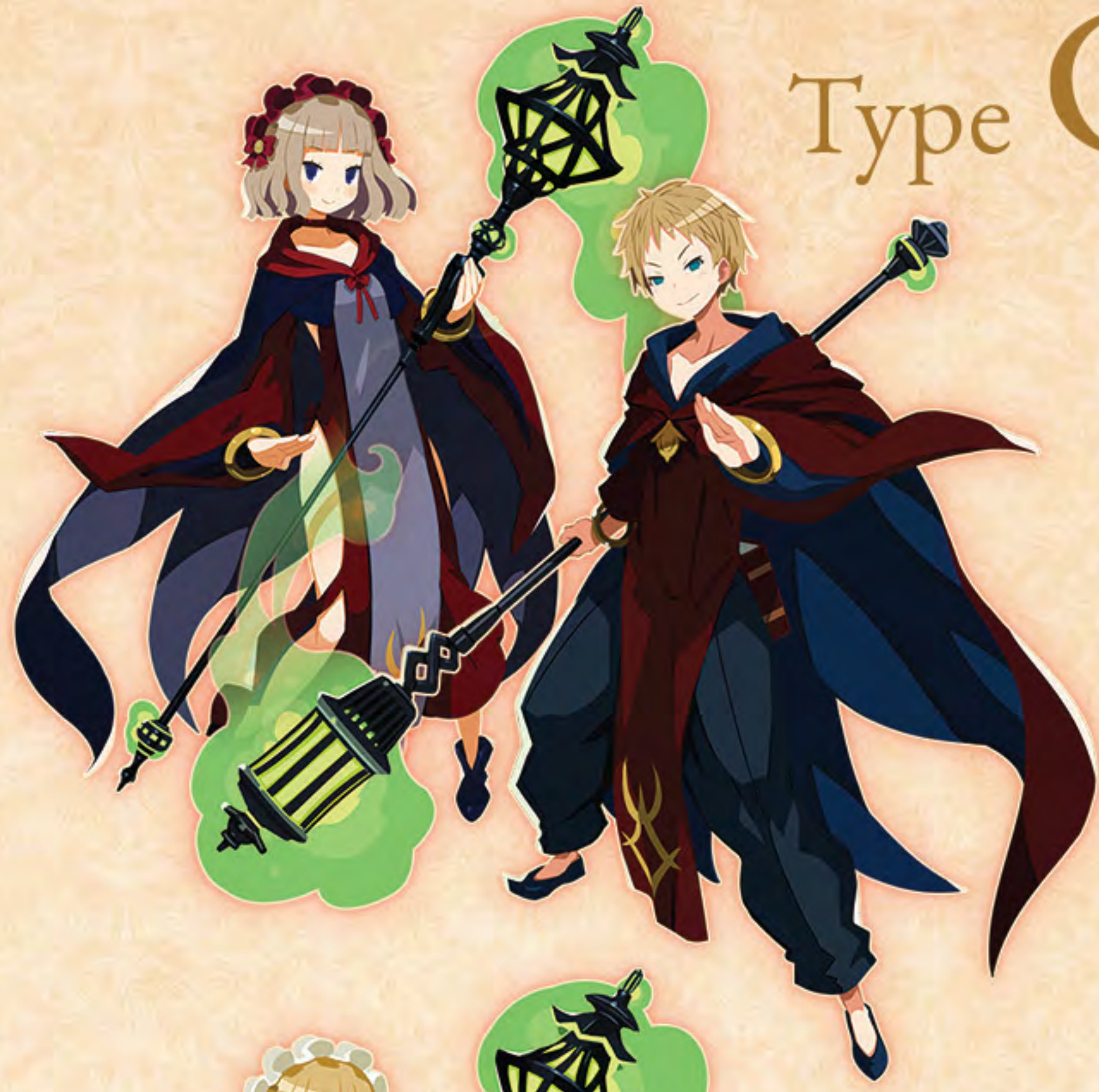
Type A





Type B

Type C







# MAGIA CONCIERI

魔法の指揮者



Type A









PEER FORTRESS

Peer Fortress

Type A





Type B



Type C







# PEER CHARIOT

Peer Chariot



Type A



Type B



Type C







RAPID VENATOR

レバサ ヴェンタロ



Type A





Type B



Type C







# RAPID RAPTOR

ルビィル ルビィル



Type A



Type B



Type C







GOTHIC COPPELIA

ゴシック コペリア



Type B



Type C







GOTHIC GRATONIA

ゴシックグラトニア



Type B



Type C





Type A



PRIMA REAPER  
プリマリーパー



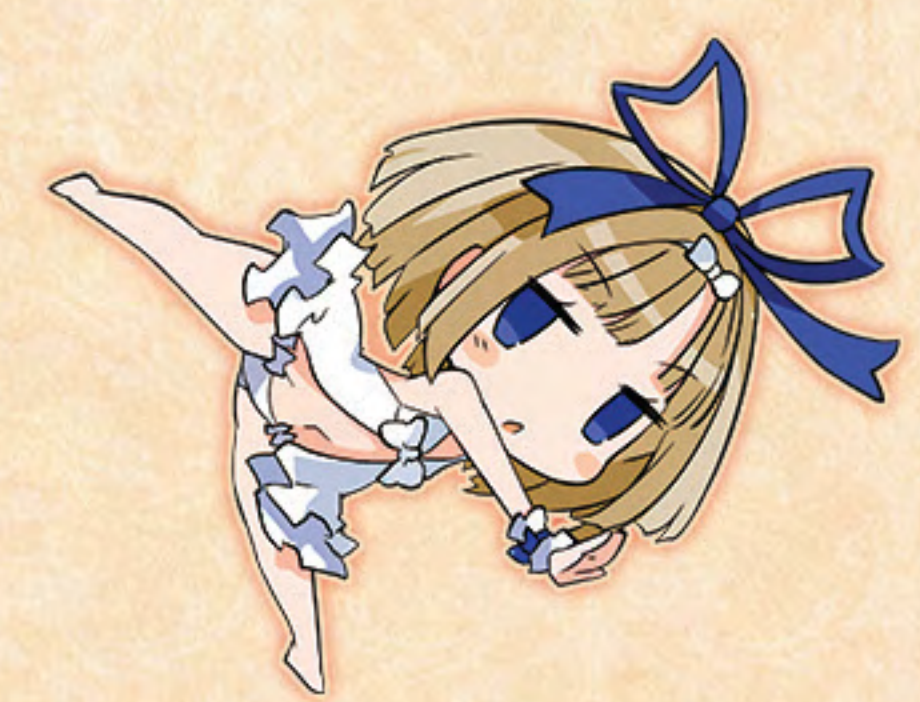
Type B



Type C







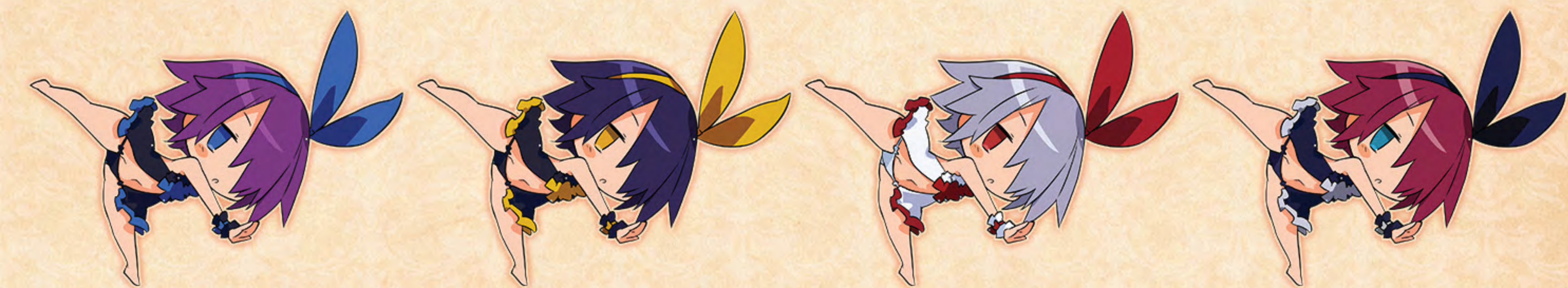
PRIMA CUPIDO  
HUGO PRADO



Type B



Type C





Type A



FAMYU SEEKER  
ふゆり ねんしゅ



Type B



Type C







FAMYU CHASER

ファミユチャサー



Type B



Type C







# WONDER CORSAIR

ワウナコーサー



Type A





Type B



Type C







WONDER VIANDE

Wonder Viande



Type B



Type C







# FABLE TRICKER

ふえろ BUSTARU



Type B



Type C





Type A



FABLE ECLIPSE  
ふべろく 2135044



Type B



Type C





Type A



AM ALCHYMIA  
 アム アルキミア



Type B



Type C







AM ALTEA

アムアルテア

Type A





Type B



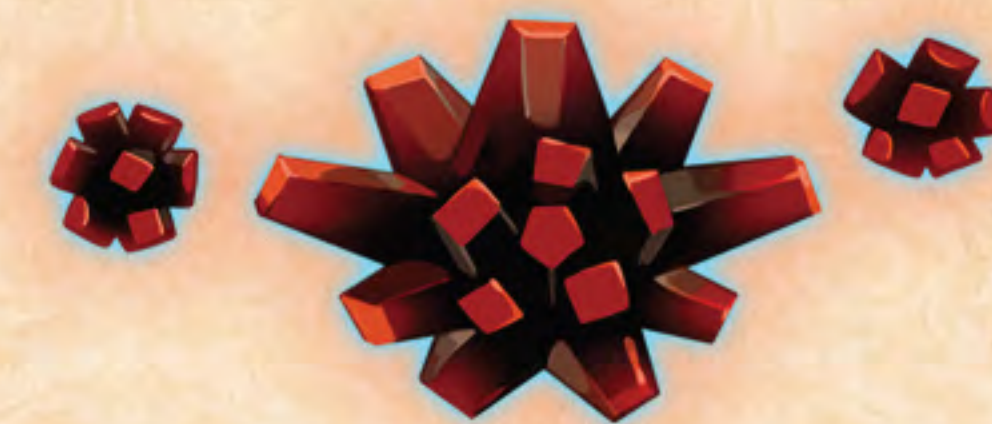
Type C







Wallrise



Walltight



Wallblocker



Magiasealing



Magiaridley



Magiasphere



Enchantmoon



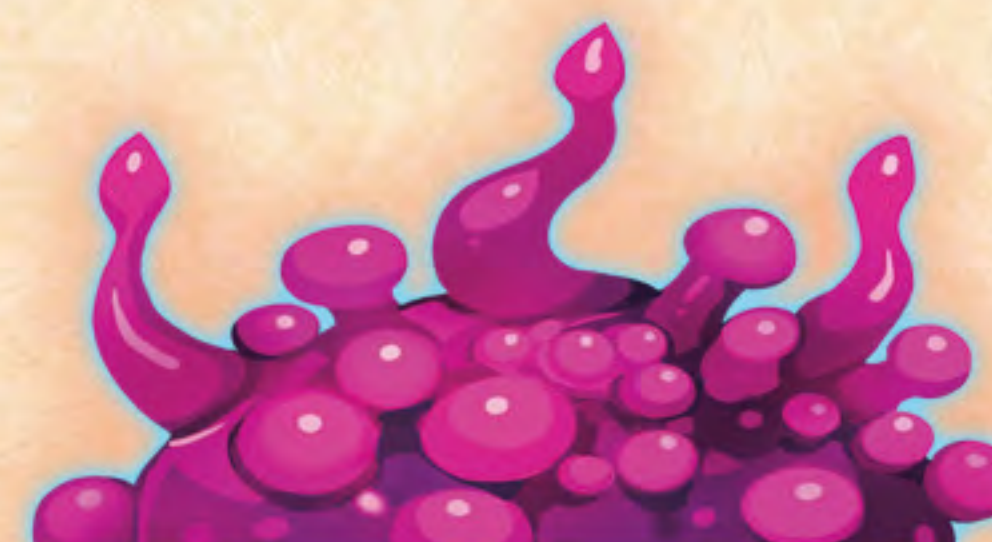
Enchantstar



Enchantsun



Cheers



Cheerworm



Decoypede



Decoyplanter



Madgolan



Tinklebomber



Boomfish



Spikebomb

MIRA MACHINA

ミラマキナ





# ENEMIES

~ m v G S v H ~





Kiccolow



Kakahead



Tarrely



Hate Moon



Magic Stone



Chimney



Wiccard



Chinhead



Ashatrigger



Giant Toadstool



Magic Tree



Pin I - Pierce



Pin II - Fog



Basilite



White Basilite





Dionomni Flea



Yang Muta Beast



Astrolabe



Riddle Blackcomb



Riddlegodi



Master Nabula



Dias Grappler



Abductor



Foo-Udon



Amhead



Alabaster



Kotsubtoo



Steel Buuzu



King HHH





Kai Shimoon



Shimoon Labar



Damu Shimoon



Caterpil Guard



Golden Lion King



Meat Soldier



Dark Priest



Caterpilon



Magia Token



Damned Medallion

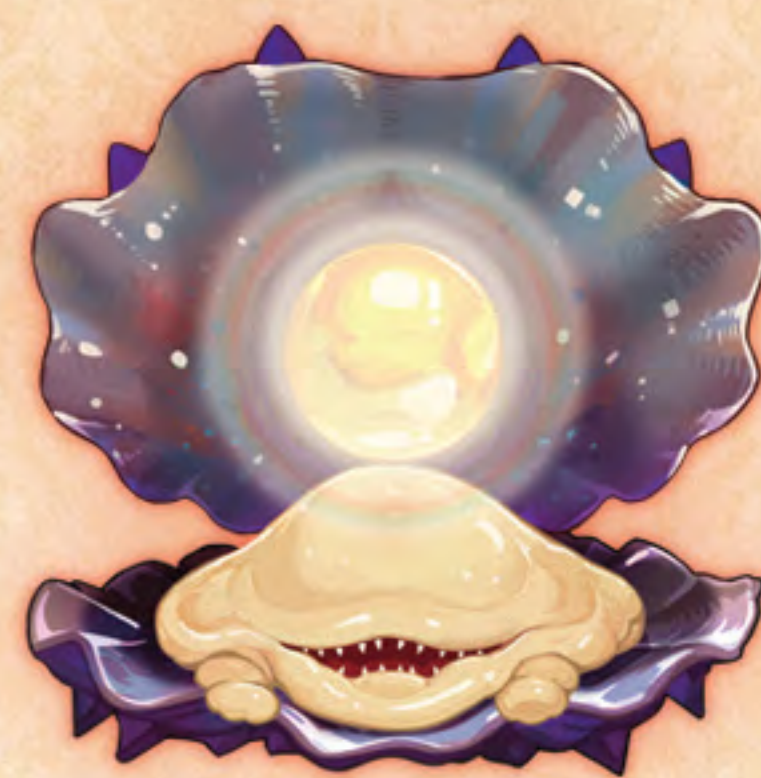
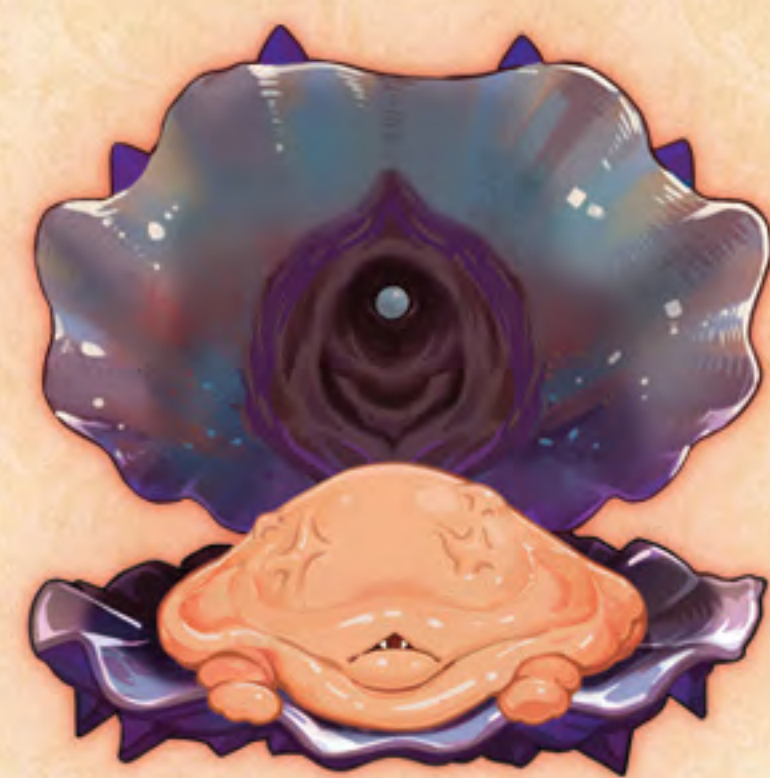


Thunder Colt



Night Hoof





Treasure Shell



Winter Parasite



Hazama Kasaburi



Hydron



Wundaboo



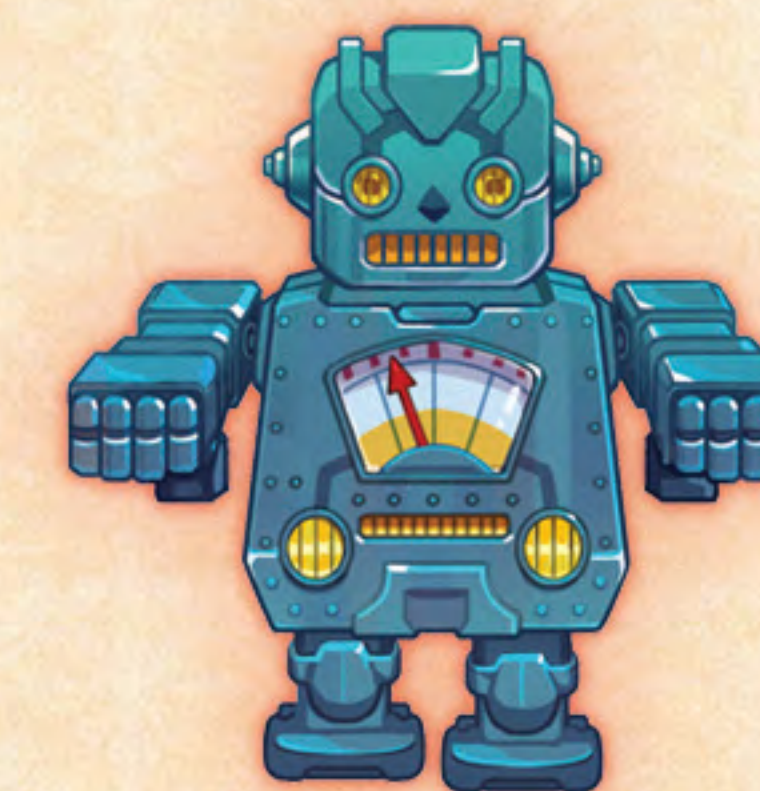
Hangman



Enemall



Hap-Happy Bell



Clankbot



Ashmar's Vase



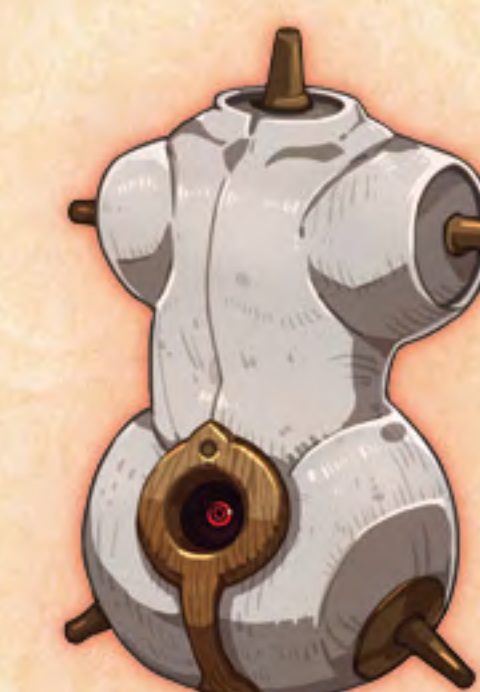
Armored Fish



Devonica



Mooncalf



Rattlebod



Fun Tummy



Vio Automaton

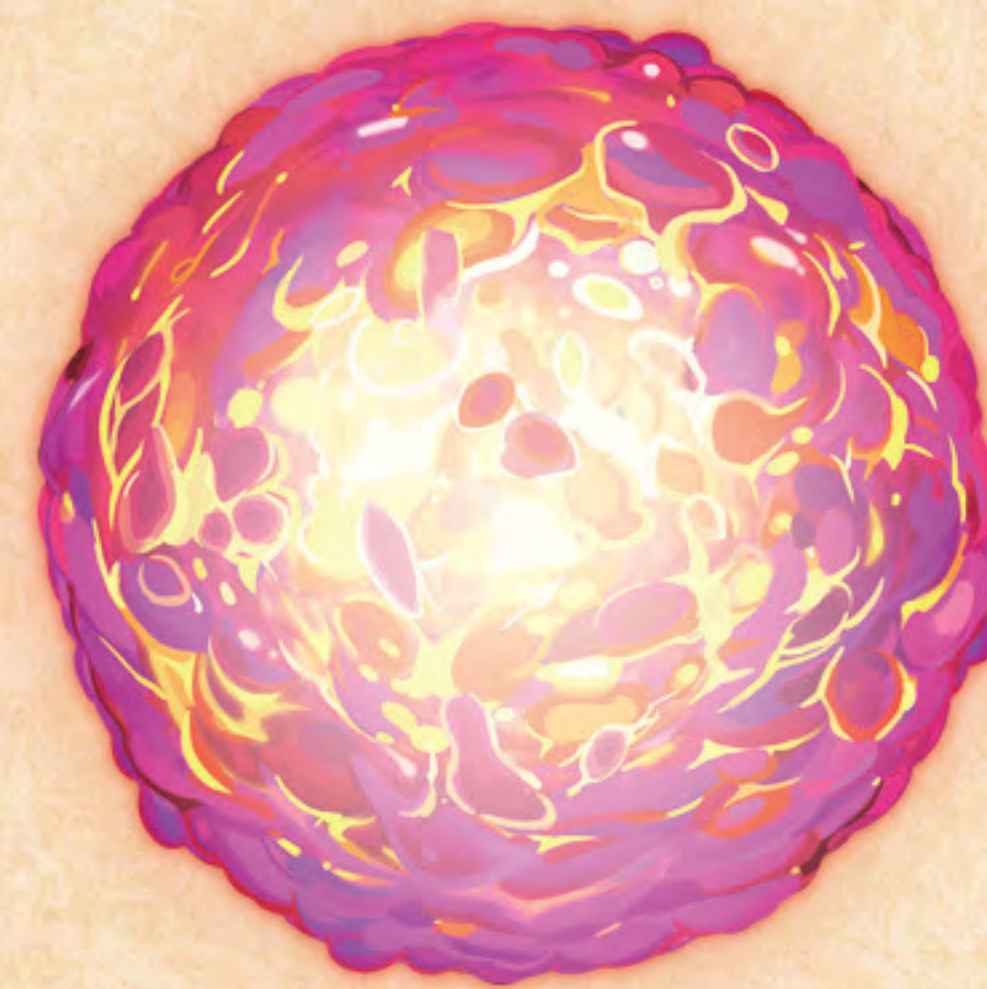




Marquis Statue



Momochichimotaz



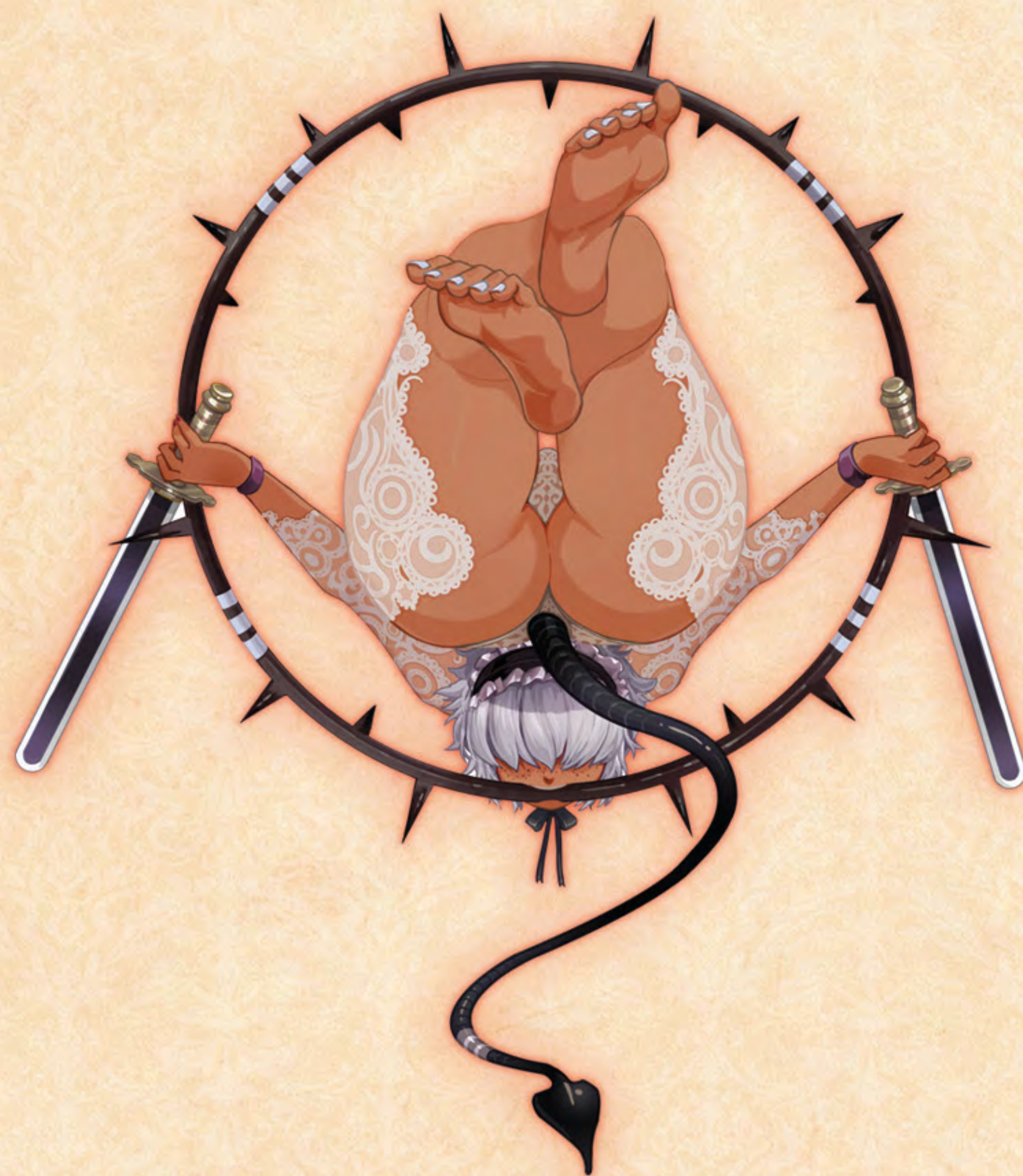
Thermal Nuclear



Lara - Fetus



Pillar of Fools



Sweet Liddy



Red Worm



Sea Salt



Magia - Gia

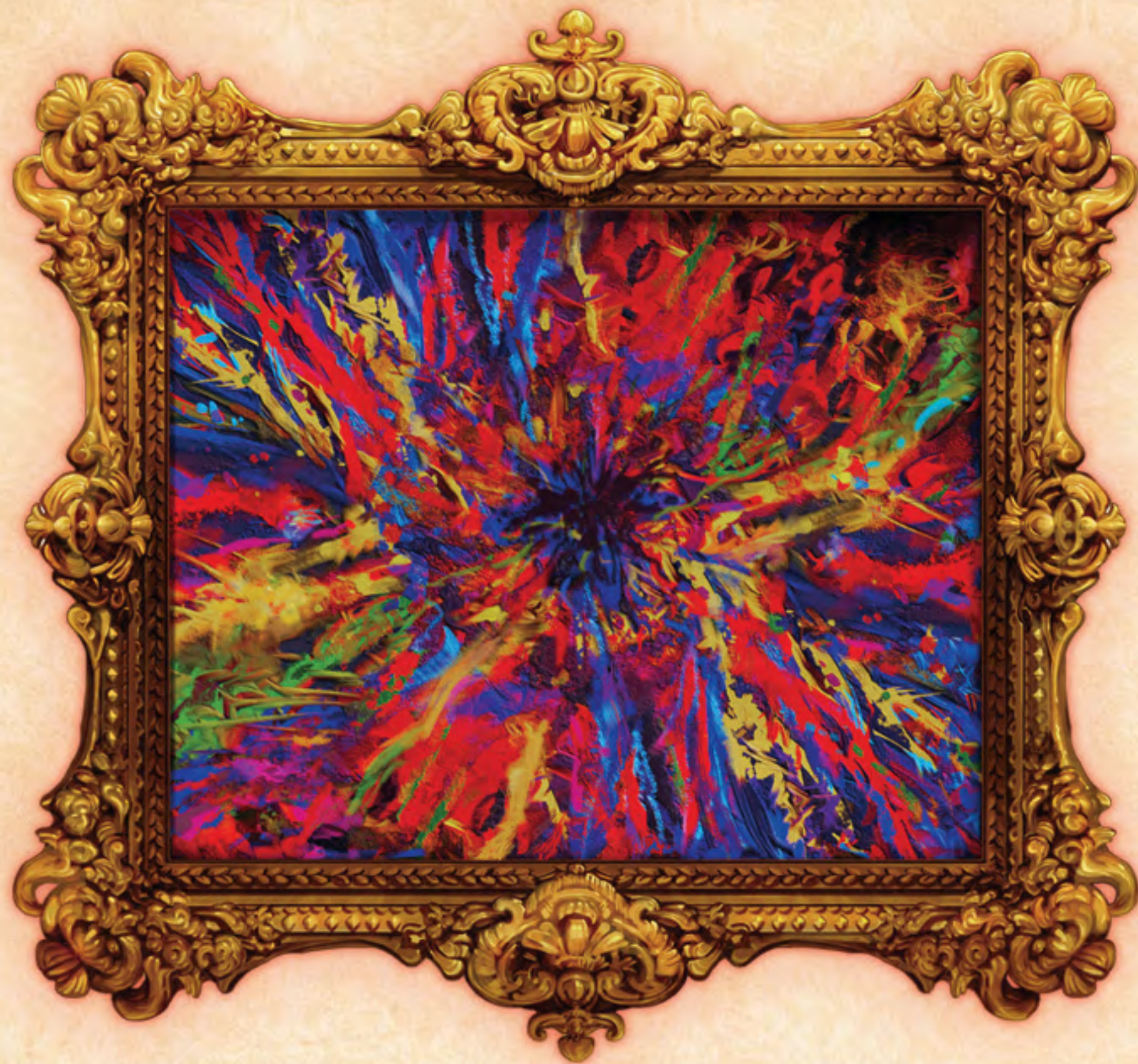


Apollonia Statue



Dark Shroud





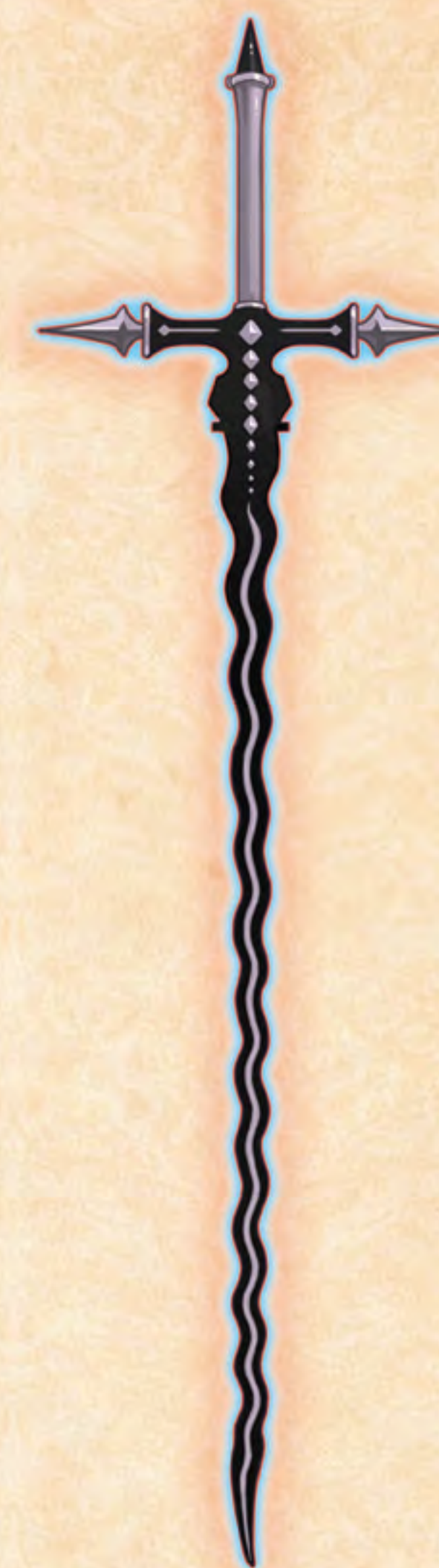
Stone Life



Wa-Ra



Succumun-La



Cleave-edge



Duke Pinyard



Little Bittern

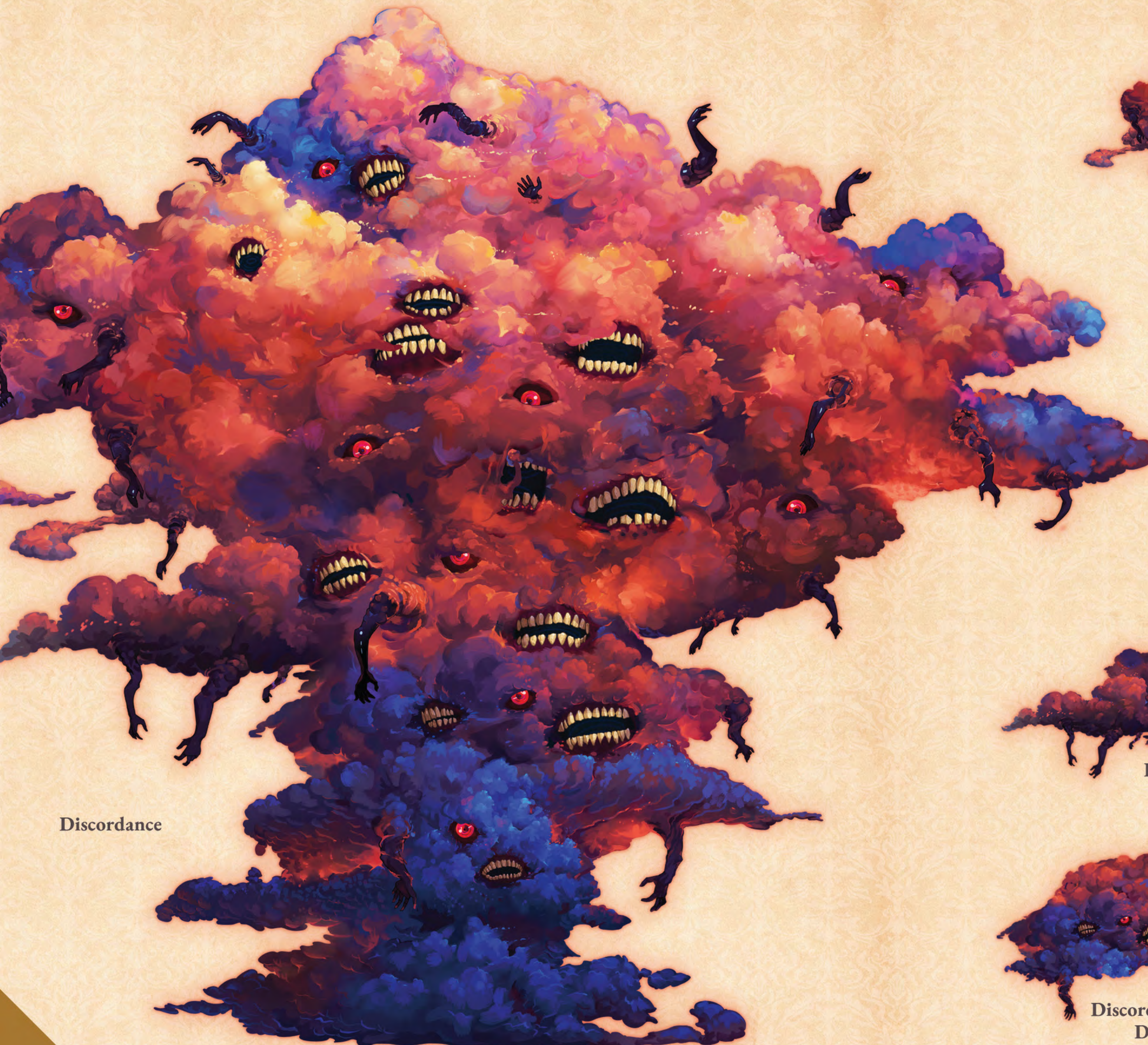


Chaotic Chaos



Abystel 3603





Discordance



Discordance -  
Uitto



Discordance -  
Cattle



Discordance -  
Sign



Discordance -  
Setu



Discordance -  
Sis



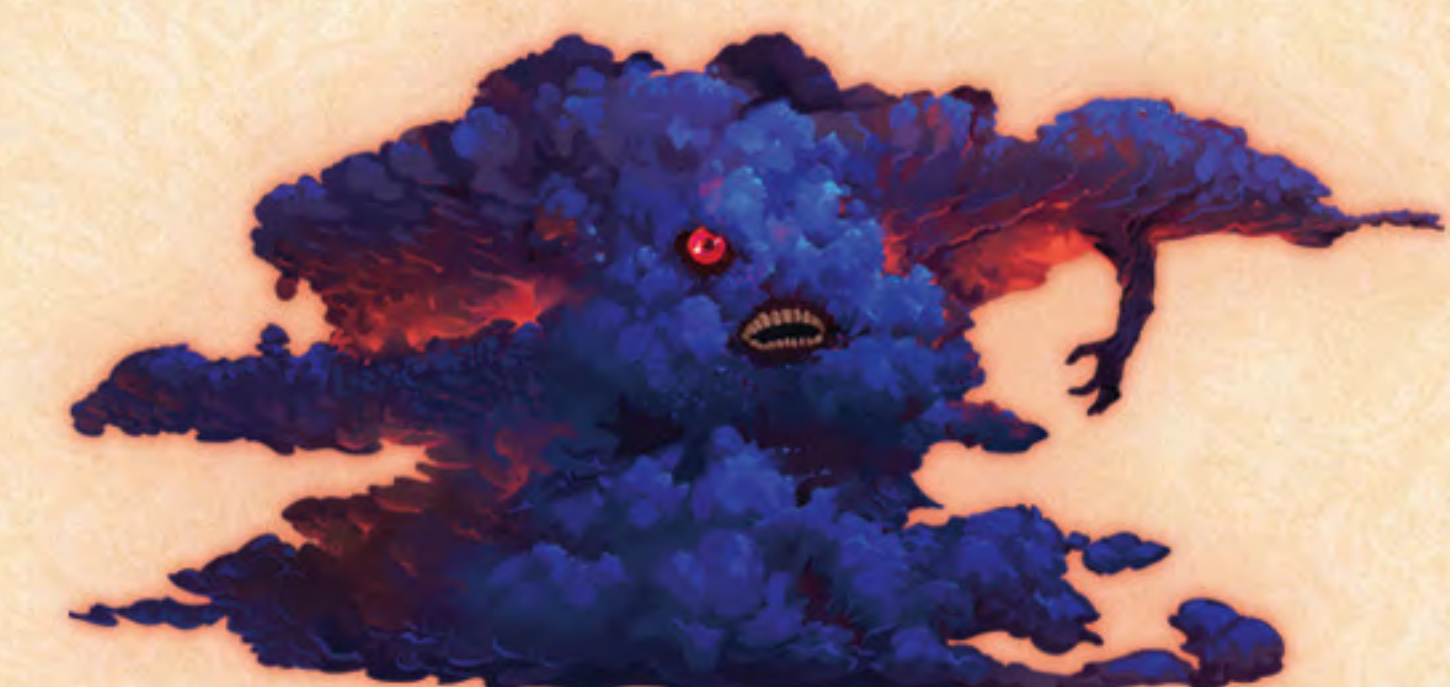
Discordance -  
Toi



Discordance -  
Neuf



Discordance -  
Du



Discordance -  
Anne





Cecilia



La Ghilruda Dramatique



Geaux



Witch Who Forgot  
Her Name



# LABYRINTH NPCs

ラビリンスの住人



Eureka



Lingering Memory



Gartan



Chanting Bug



Bocklin



Pale Person



Hildebrand



Heartjack Alice



Picotte-Macotte



Nikuko



Pregnant Townswoman



Sister Nickel



The Woman in the Painting





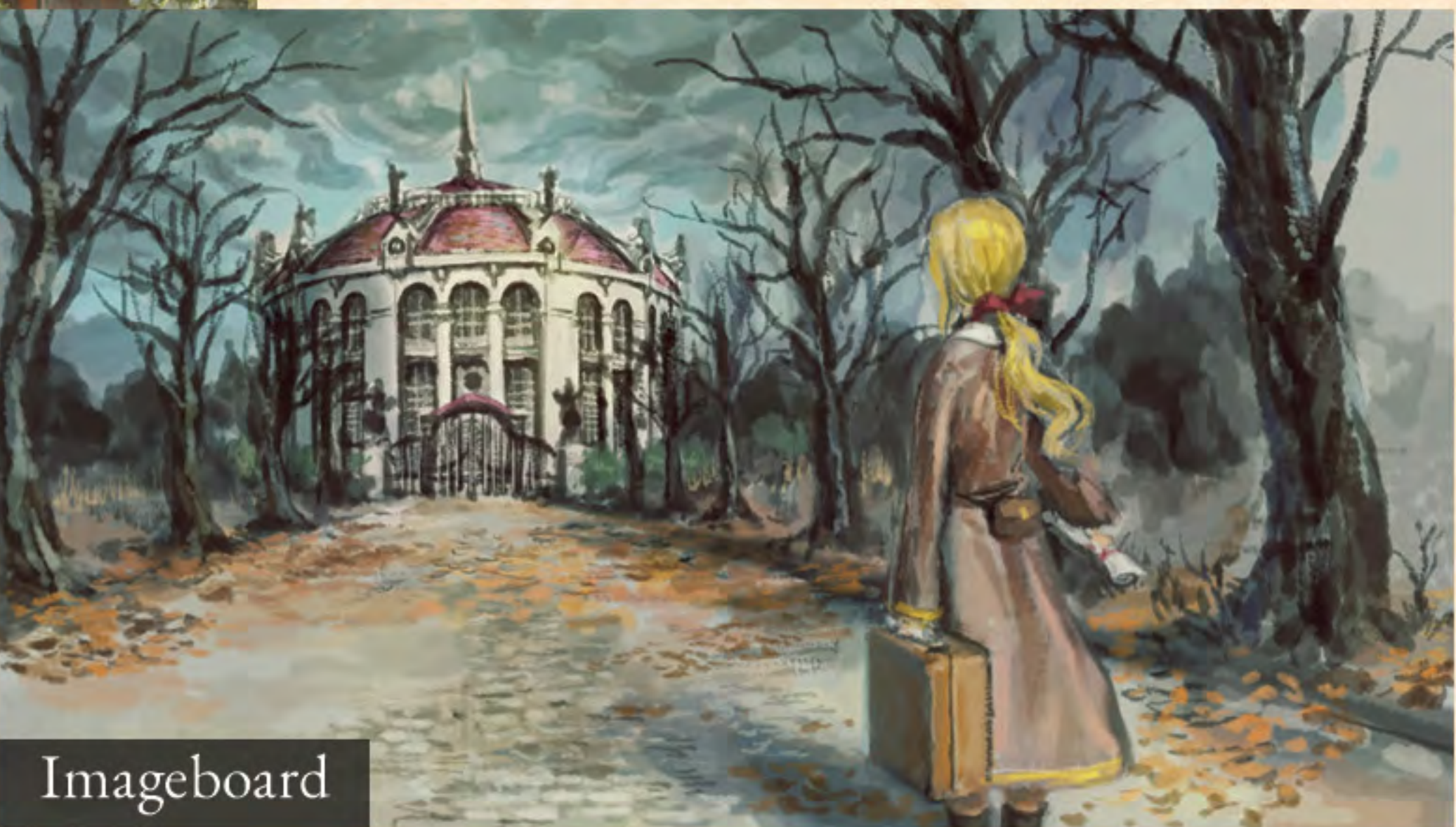
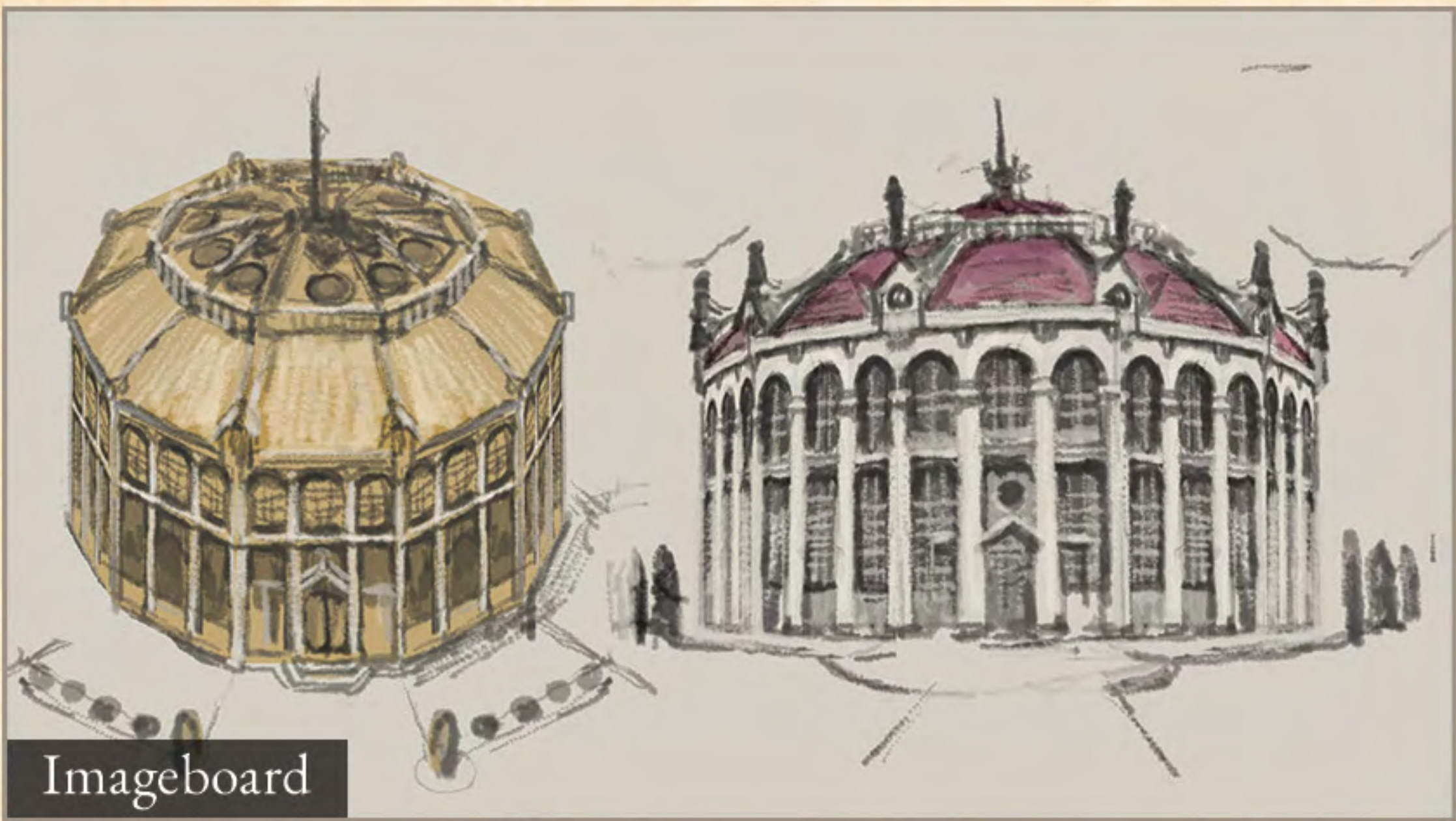
# BACKGROUNDS

FOR YOUR PROJECTS



# Galleria Manor

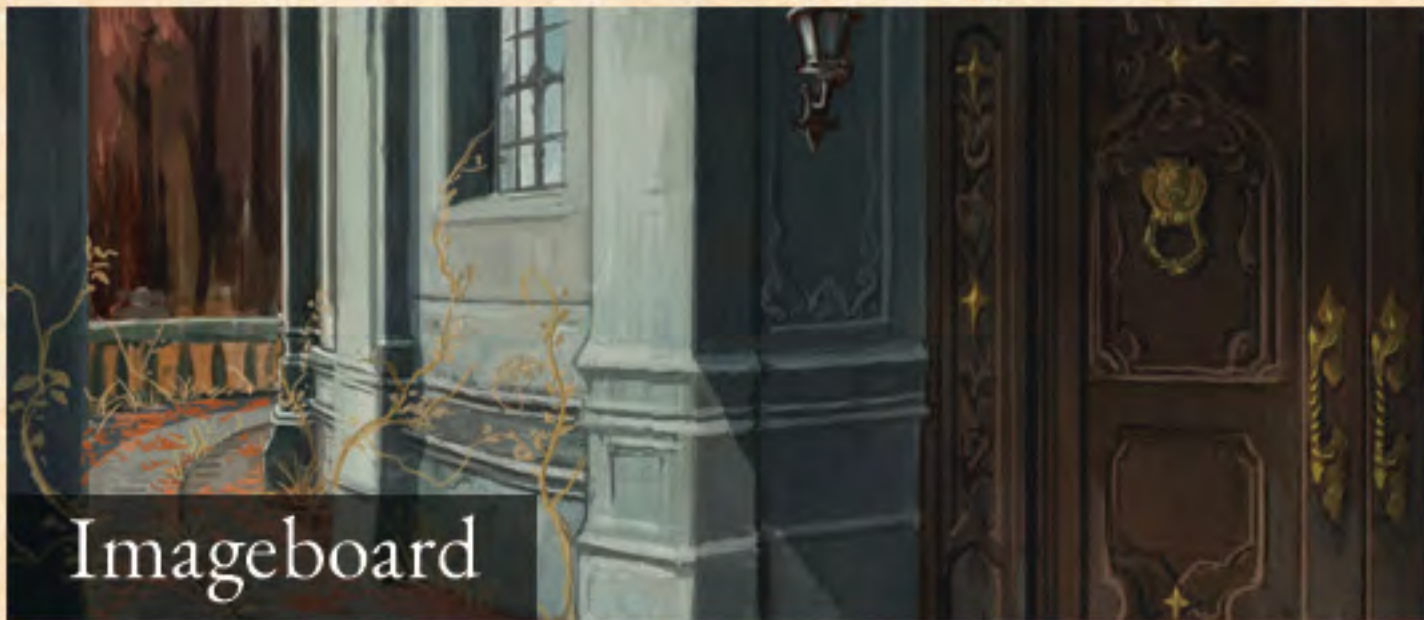
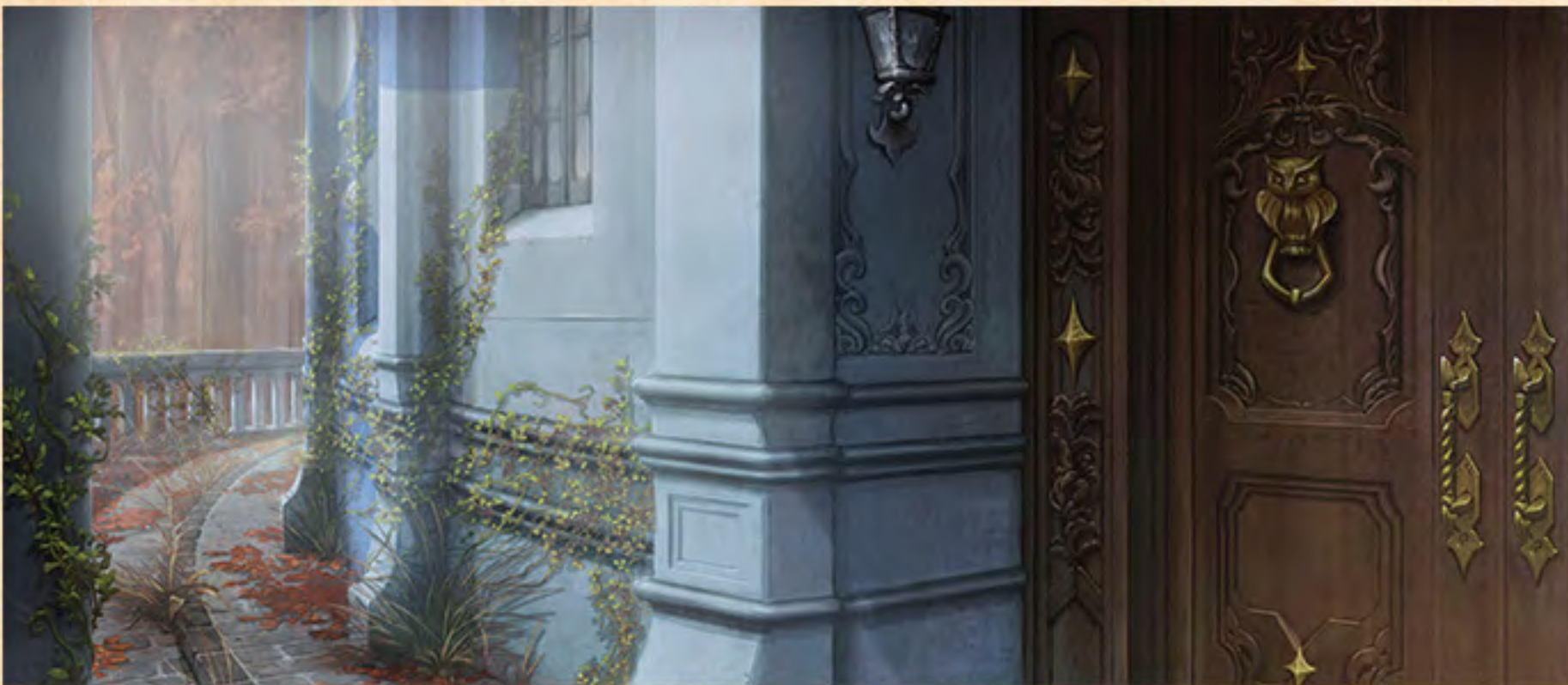
Эбзхуеуеб Эбмну





# Galleria Manor

🏡🏡🏡🏡🏡🏡🏡🏡🏡🏡🏡🏡





# Galleria Manor

ゴシック風 館内



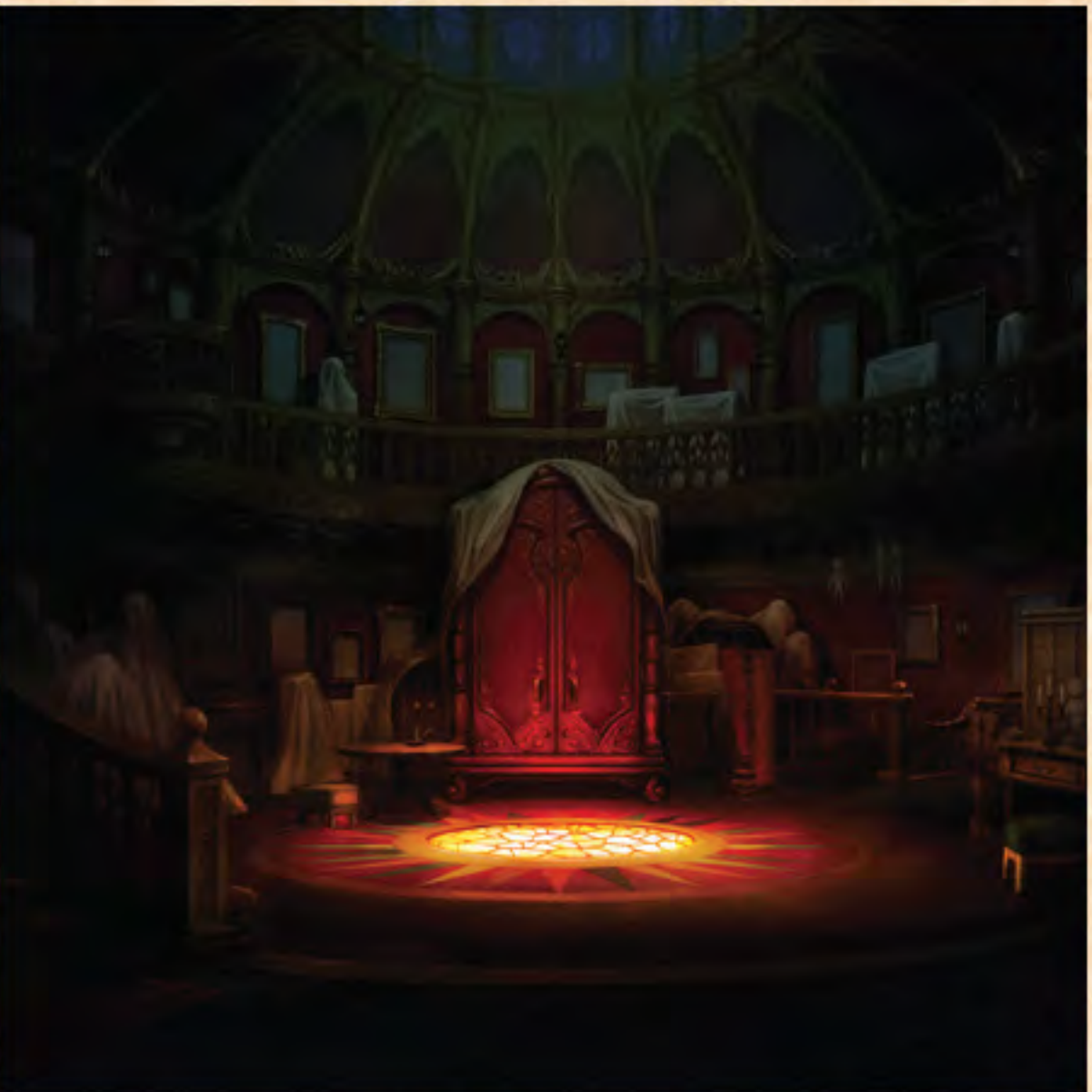
✧Red Tribuna



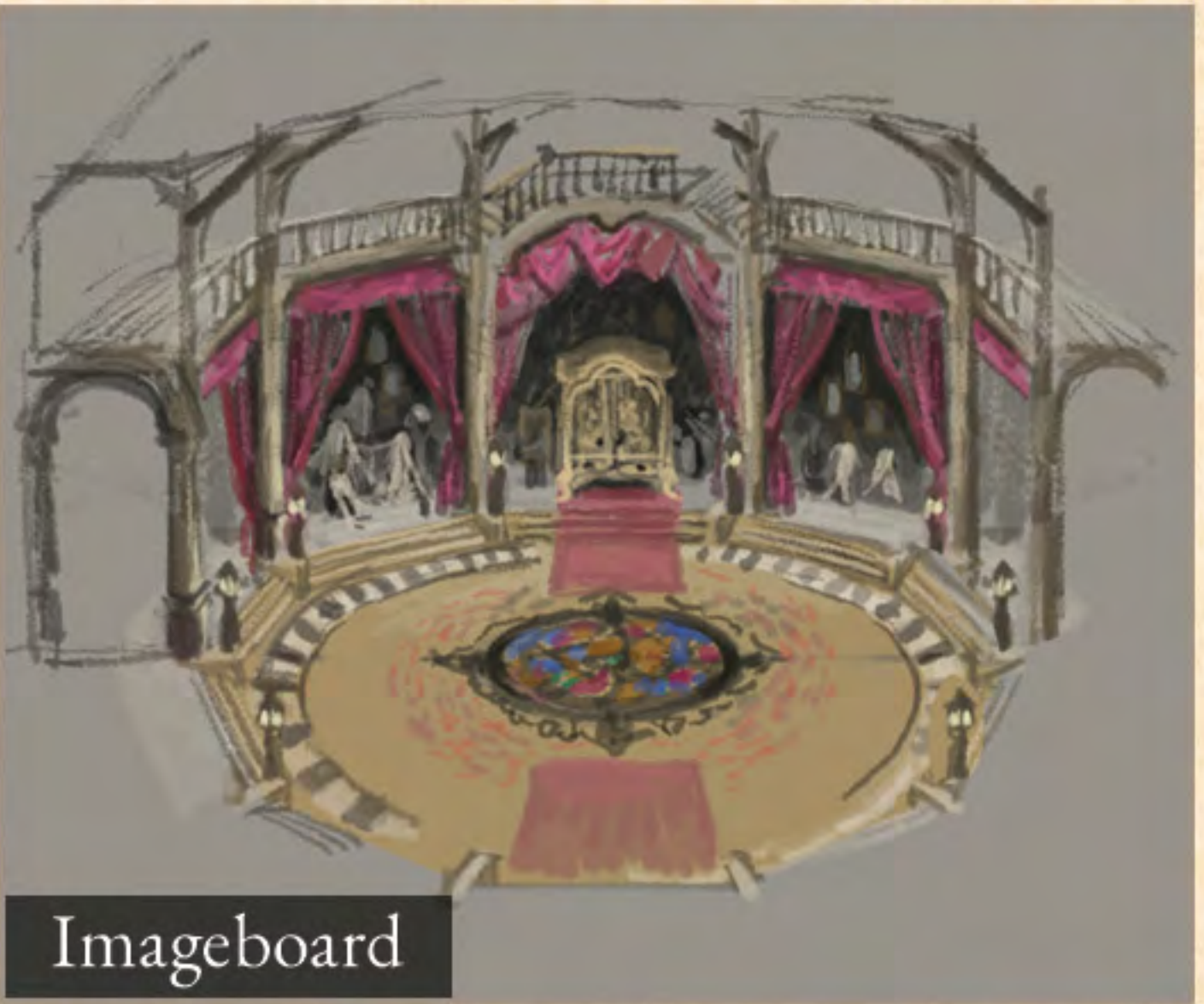
Imageboard



Imageboard



Imageboard



Imageboard



# Galleria Manor

Corridor





# Galleria Manor

エウレカ室





## Galleria Manor

ԵՆՈՐՎԵՏ ՇԵՄՈՒ





# Galleria Manor

ゴッホの館



\* Abandoned Atelier



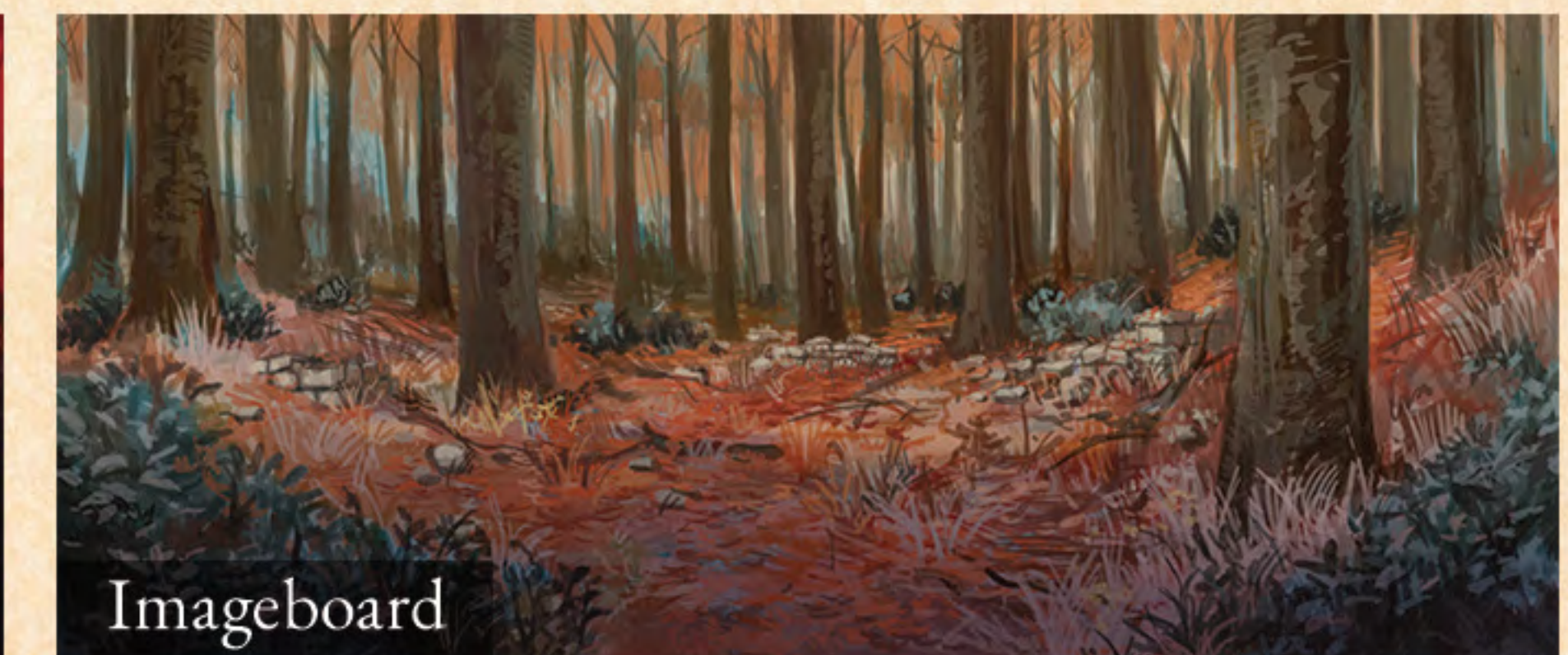
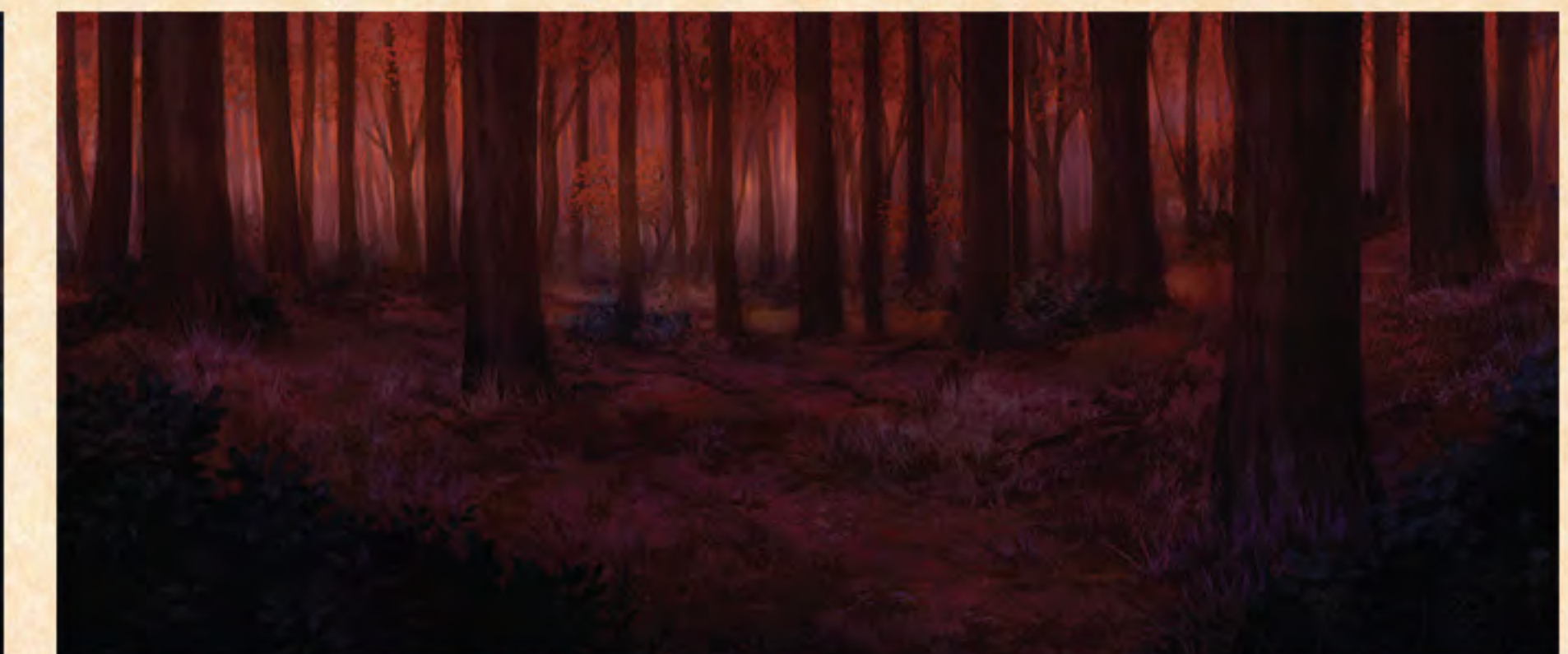
Imageboard

# Beyond Galleria Manor

ゴッホの館



\* Manor Forest



Imageboard



# Beyond Galleria Manor

Example Environments



\*Forest Stream



Imageboard



\*Country Road



Imageboard



\*Farm Road



\*Small Farmhouse





# Eureka's Home

Հրեհո՛ւն Փոքր



Imageboard



\* Marguerite Hill



\* Soleil Village





Alstella Cityscape  
Ալստելա Բնակավայր



\*Altaria City



# Alstella Cityscape

アスタラシティスケープ



\*Moon Society Tower



\*Mohl River



\*Galleria General Store & Nachiroux's Apartment



# Galleria General Store

エビエビス エムエム アボウ



\*General Storefront



\*Interior



Imageboard





# Nachiroux's Home

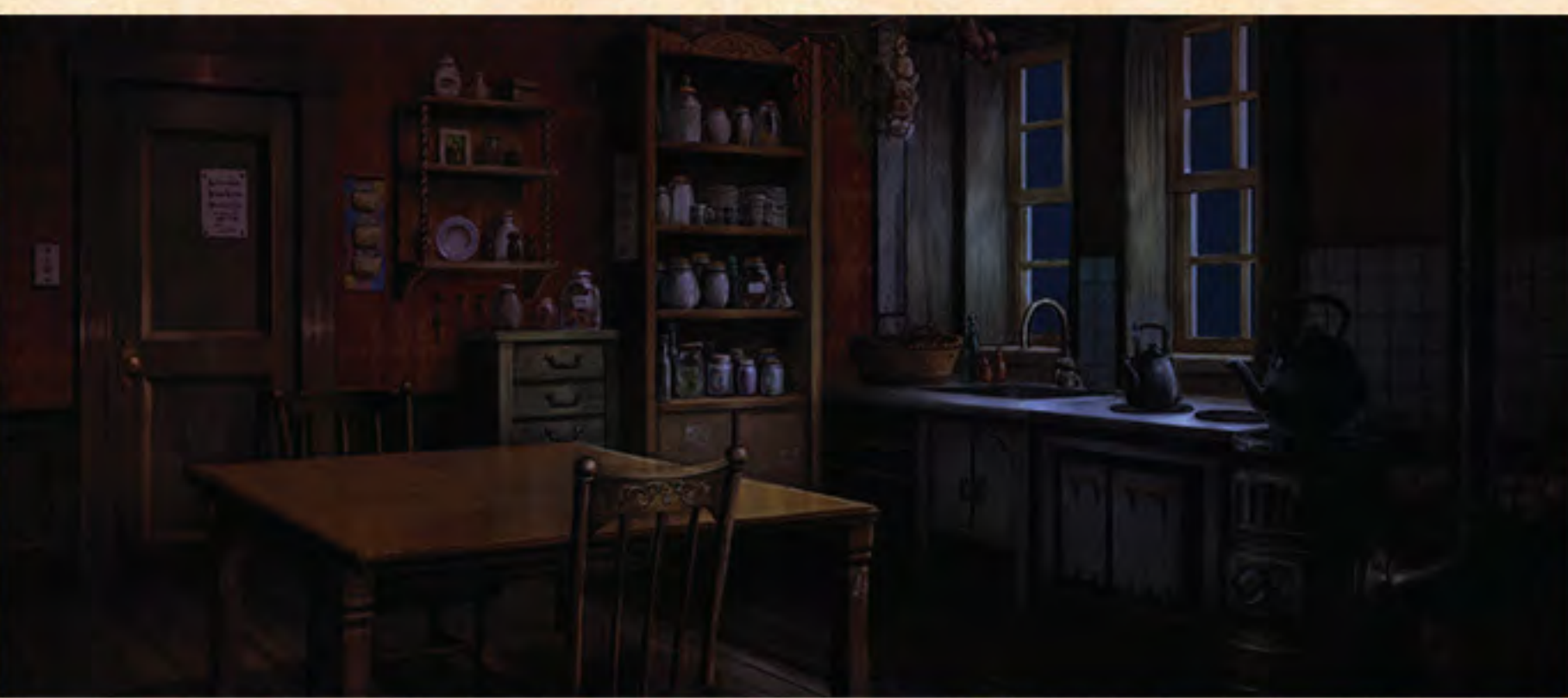
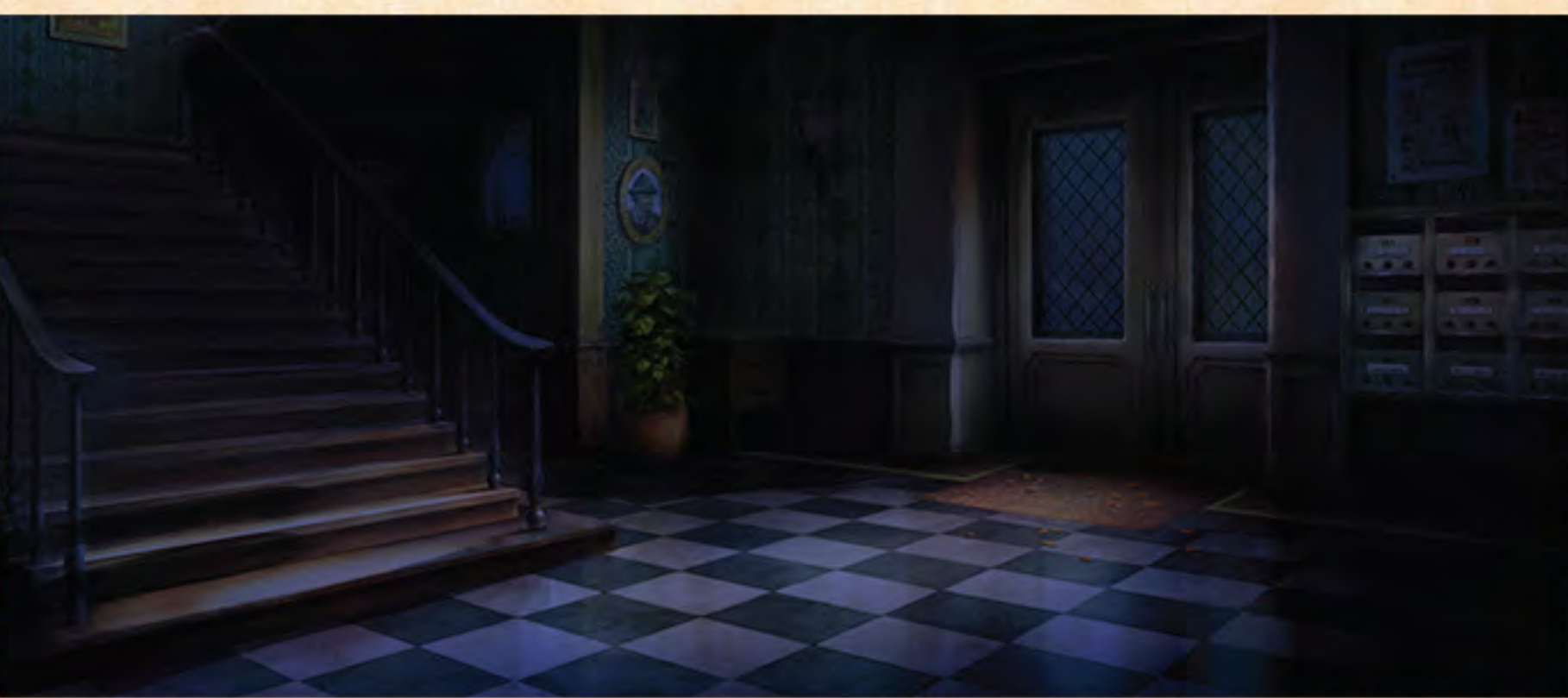
Мотсугорз'н Могор



\* Apartment - Entrance



\* Apartment - Room 404





Nachiroux's Home

ՆՈՐԻՐՈՒՍԻ ՄՈՐ



\* Nachiroux's Room

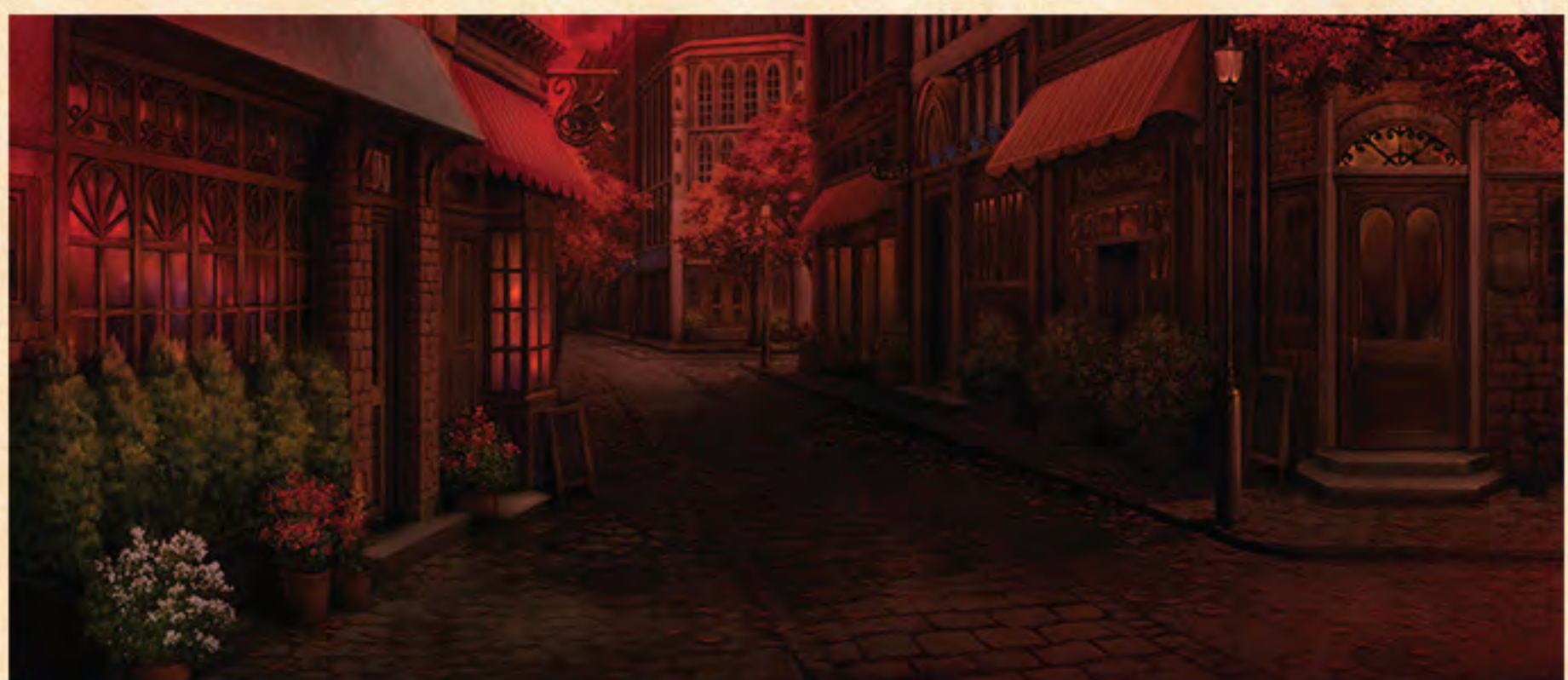


Altaria City

Ալտարիա Դքս



\* Main Street



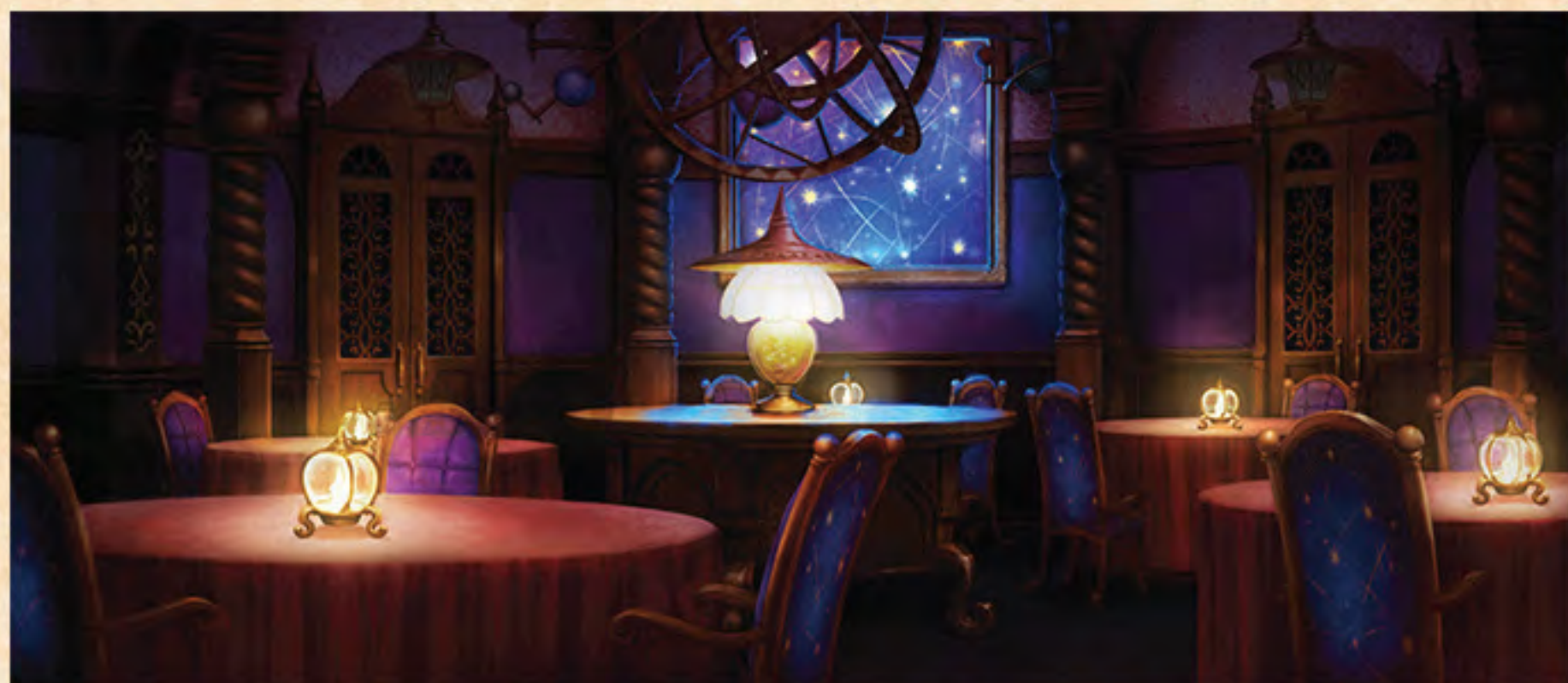
\* Back Alley



Imageboard



Moon Society  
Moon Society



Walpurgis Tower  
Walpurgis Tower





# Mohl River

ፌዴራል ፓርላማ



## Miscellaneous

ᠲᠤᠰᠤᠨ ᠪᠠᠭᠠᠨ ᠤᠨ ᠤᠨ ᠤᠨ ᠤᠨ







日本一 NIS  
SOFTWARE

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